

# Instance and class data

OBJECT-ORIENTED PROGRAMMING IN PYTHON



**Alex Yarosh**

Content Quality Analyst @ DataCamp

# Core principles of OOP

## Inheritance:

- Extending functionality of existing code

## Polymorphism:

- Creating a unified interface

## Encapsulation:

- Bundling of data and methods

# Instance-level data

```
class Employee:
    def __init__(self, name, salary):
        self.name = name
        self.salary = salary

emp1 = Employee("Teo Mille", 50000)
emp2 = Employee("Marta Popov", 65000)
```

- `name` , `salary` are *instance attributes*
- `self` binds to an instance

# Class-level data

- Data shared among all instances of a class
- Define *class attributes* in the body of `class`

```
class MyClass:  
    # Define a class attribute  
    CLASS_ATTR_NAME = attr_value
```

- "Global variable" within the class

# Class-level data

```
class Employee:
    # Define a class attribute
    MIN_SALARY = 30000    #<--- no self.
    def __init__(self, name, salary):
        self.name = name
        # Use class name to access class attribute
        if salary >= Employee.MIN_SALARY:
            self.salary = salary
        else:
            self.salary = Employee.MIN_SALARY
```

- `MIN_SALARY` is shared among all instances
- Don't use `self` to *define* class attribute
- use `ClassName.ATTR_NAME` to *access* the class attribute value

# Class-level data

```
class Employee:
    # Define a class attribute
    MIN_SALARY = 30000
    def __init__(self, name, salary):
        self.name = name
        # Use class name to access class attribute
        if salary >= Employee.MIN_SALARY:
            self.salary = salary
        else:
            self.salary = Employee.MIN_SALARY
```

```
emp1 = Employee("TBD", 40000)
print(emp1.MIN_SALARY)
```

30000

```
emp2 = Employee("TBD", 60000)
print(emp2.MIN_SALARY)
```

30000

# Why use class attributes?

## Global constants related to the class

- minimal/maximal values for attributes
- commonly used values and constants, e.g. `pi` for a `Circle` class
- ...

# Class methods

- Methods are already "shared": same code for every instance
- Class methods can't use instance-level data

```
class MyClass:
```

```
    @classmethod                                # <---use decorator to declare a class method
    def my_awesome_method(cls, args...): # <---cls argument refers to the class
        # Do stuff here
        # Can't use any instance attributes :(
```

```
MyClass.my_awesome_method(args...)
```



# Alternative constructors

```
class Employee:
    MIN_SALARY = 30000
    def __init__(self, name, salary=30000):
        self.name = name
        if salary >= Employee.MIN_SALARY:
            self.salary = salary
        else:
            self.salary = Employee.MIN_SALARY
```

```
@classmethod
def from_file(cls, filename):
    with open(filename, "r") as f:
        name = f.readline()
    return cls(name)
```

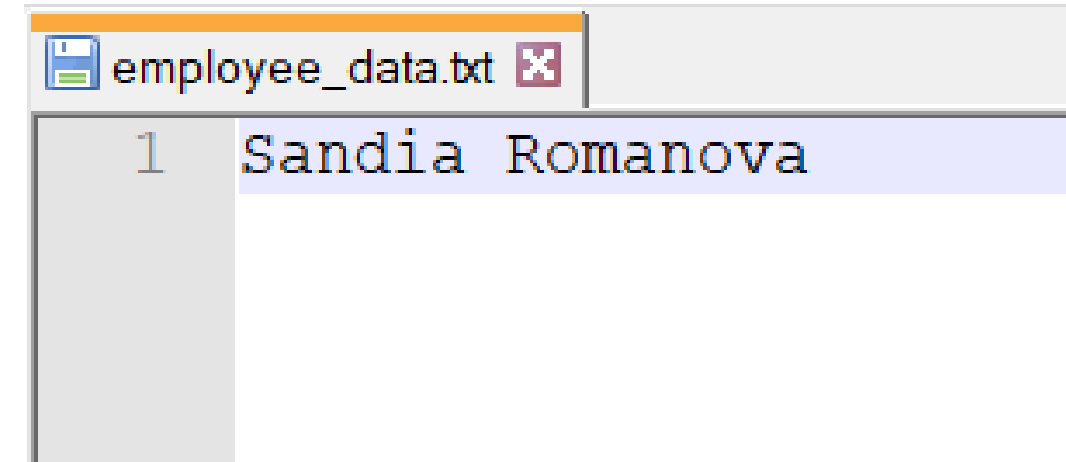
- Can only have one `__init__()`
- Use class methods to create objects
- Use `return` to return an object
- `cls(...)` will call `__init__(...)`

# Alternative constructors

```
class Employee:
    MIN_SALARY = 30000

    def __init__(self, name, salary=30000):
        self.name = name
        if salary >= Employee.MIN_SALARY:
            self.salary = salary
        else:
            self.salary = Employee.MIN_SALARY

    @classmethod
    def from_file(cls, filename):
        with open(filename, "r") as f:
            name = f.readline()
        return cls(name)
```



1	Sandia Romanova
---	-----------------

```
# Create an employee without calling Employee()
emp = Employee.from_file("employee_data.txt")
type(emp)
```

```
__main__.Employee
```

# Let's practice!

OBJECT-ORIENTED PROGRAMMING IN PYTHON

# Class inheritance

OBJECT-ORIENTED PROGRAMMING IN PYTHON



**Alex Yarosh**

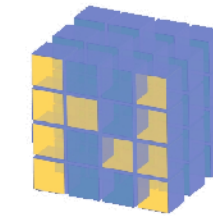
Content Quality Analyst @ DataCamp

# Code reuse

# Code reuse

## 1. Someone has already done it

- Modules are great for fixed functionality
- OOP is great for customizing functionality



NumPy



# Code reuse

1. Someone has already done it

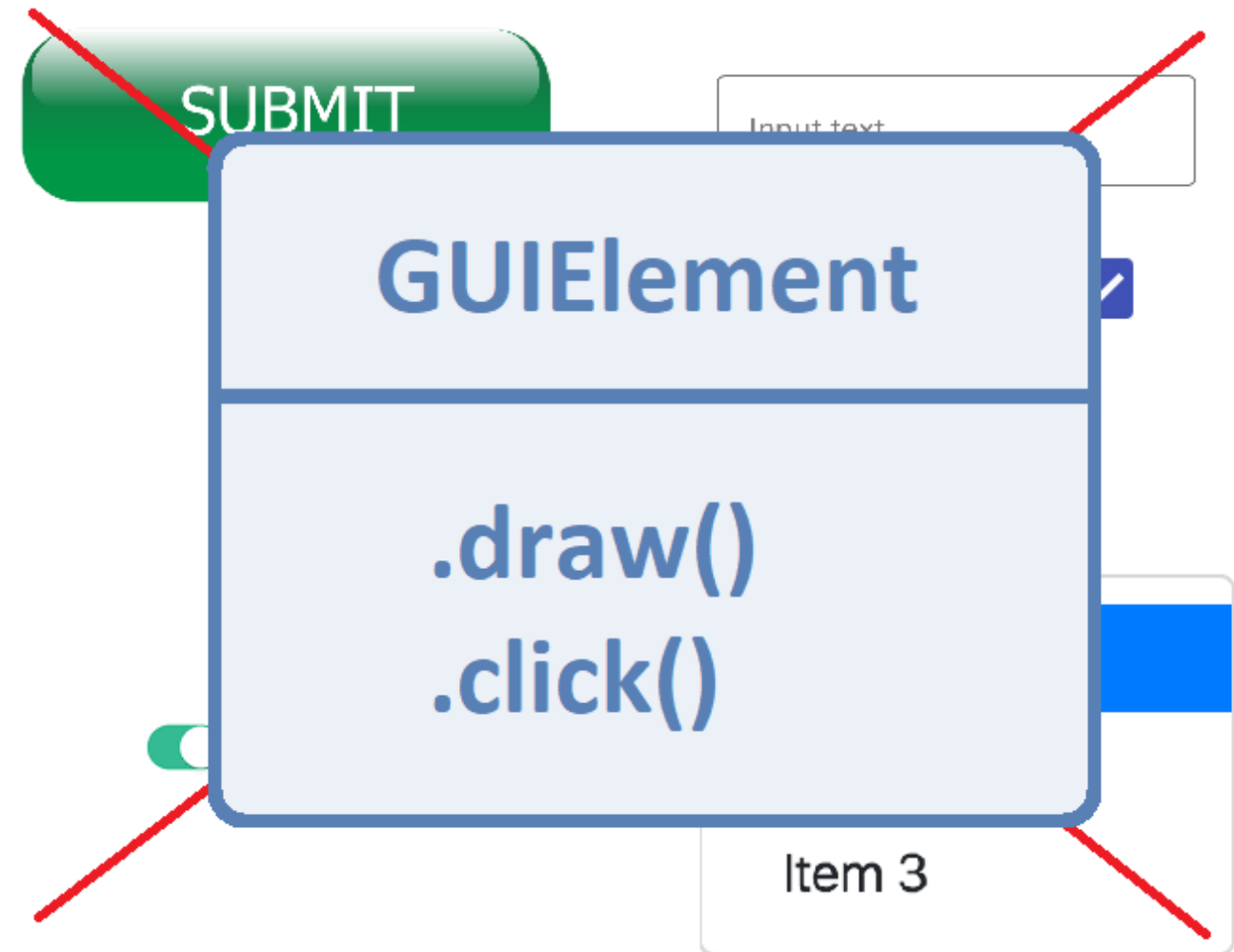
2. DRY: Don't Repeat Yourself

A collection of common web form UI elements:

- A green rounded rectangular button with the text "SUBMIT".
- Three radio buttons arranged vertically, labeled "One", "Two", and "Three". The first radio button is selected.
- A green toggle switch.
- A text input field with the placeholder text "Input text" and a small "Helper text" label below it.
- A blue square checkbox with a white checkmark.
- A dark gray button labeled "Dropdown" with a downward arrow. Below it is an open dropdown menu showing three items: "Item 1" (highlighted in blue), "Item 2", and "Item 3".

# Code reuse

1. Someone has already done it
2. DRY: Don't Repeat Yourself





# Inheritance

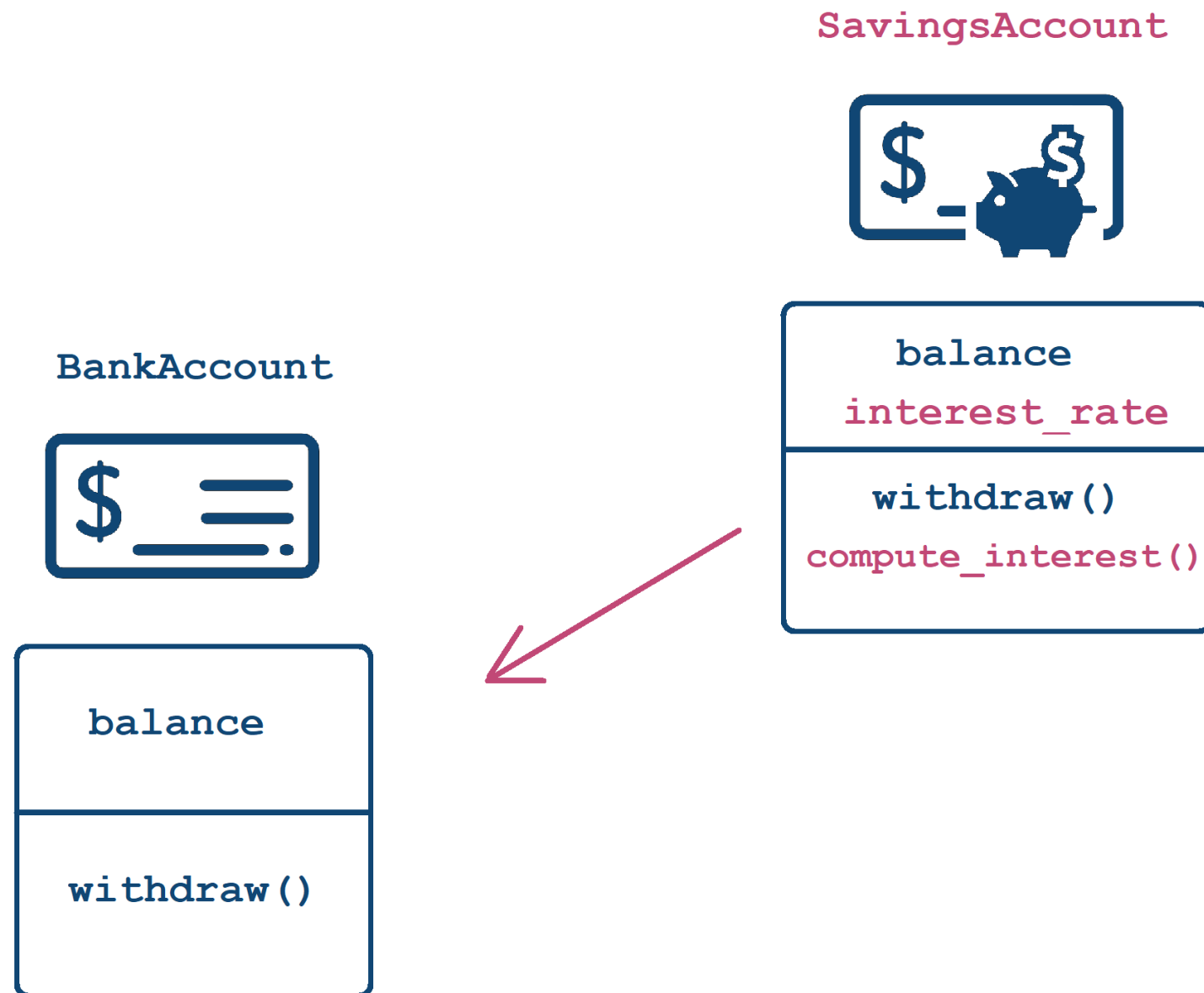
New class functionality = Old class functionality + extra

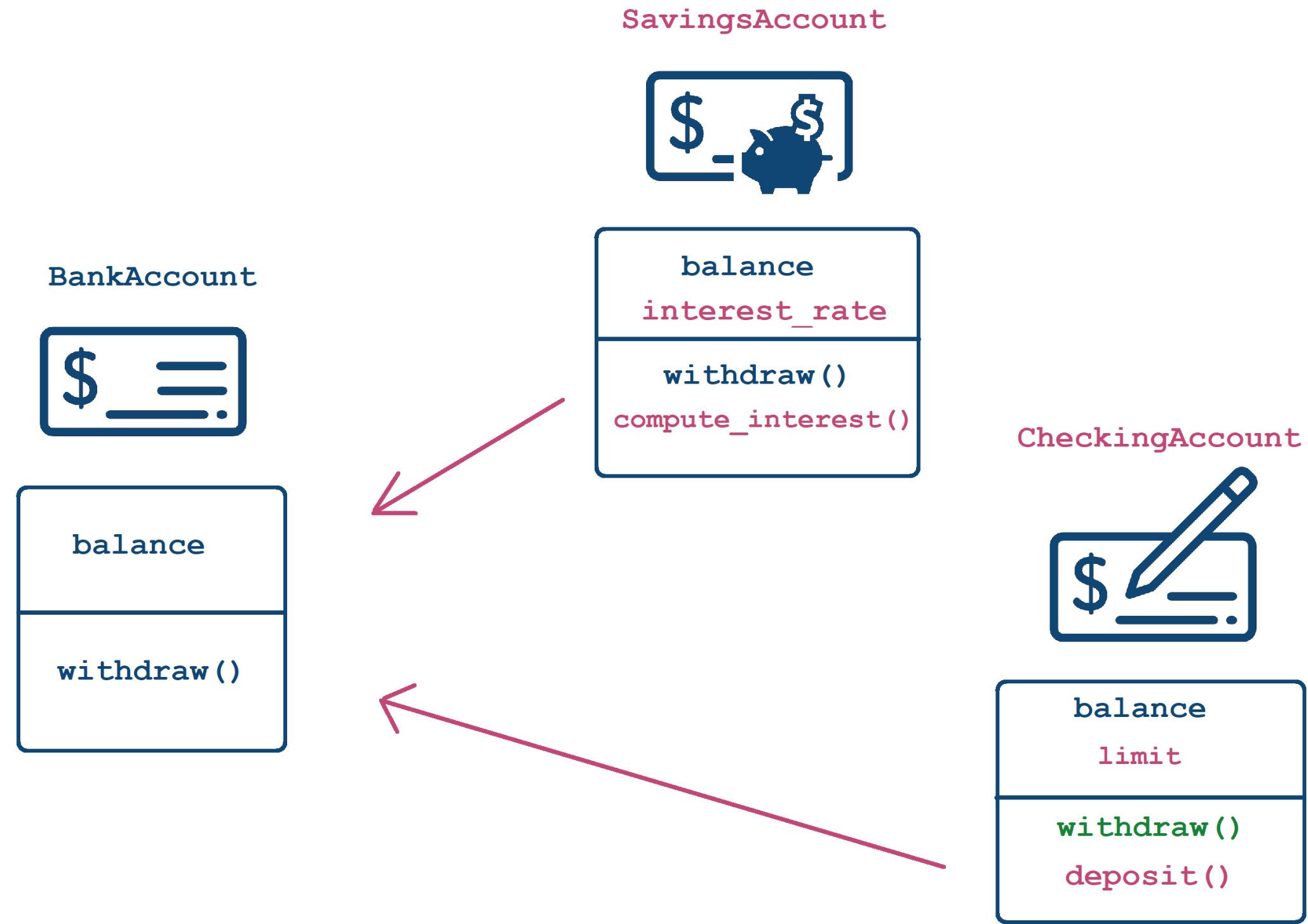
BankAccount

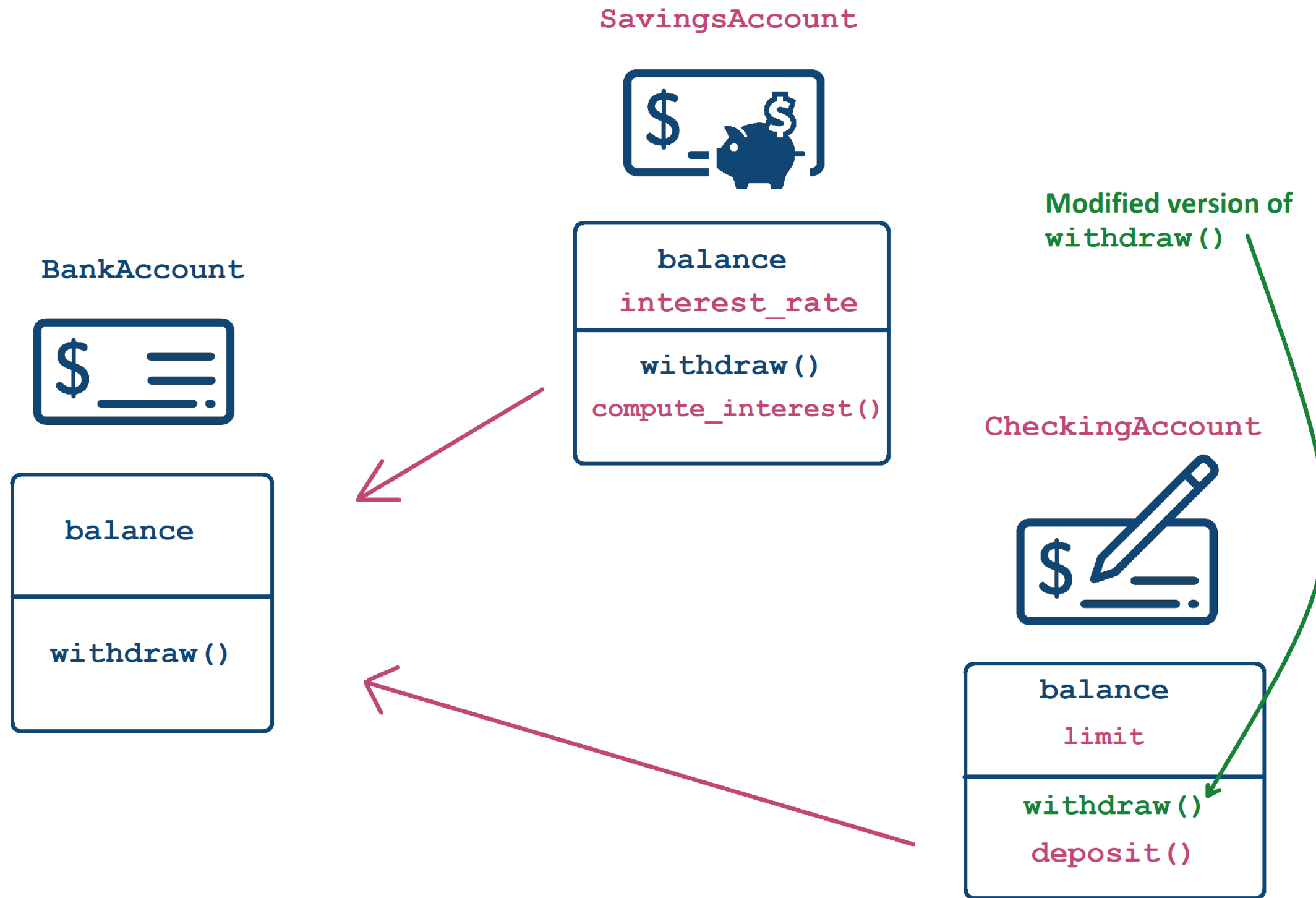


balance

withdraw()







# Implementing class inheritance

```
class BankAccount:
    def __init__(self, balance):
        self.balance = balance

    def withdraw(self, amount):
        self.balance -= amount

# Empty class inherited from BankAccount
class SavingsAccount(BankAccount):
    pass
```

```
class MyChild(MyParent):
    # Do stuff here
```

- `MyParent` : class whose functionality is being extended/inherited
- `MyChild` : class that will inherit the functionality and add more

# Child class has all of the the parent data

```
# Constructor inherited from BankAccount  
savings_acct = SavingsAccount(1000)  
type(savings_acct)
```

```
__main__.SavingsAccount
```

```
# Attribute inherited from BankAccount  
savings_acct.balance
```

```
1000
```

```
# Method inherited from BankAccount  
savings_acct.withdraw(300)
```

# Inheritance: "is-a" relationship

A *SavingsAccount* is a *BankAccount*

*(possibly with special features)*

```
savings_acct = SavingsAccount(1000)
isinstance(savings_acct, SavingsAccount)
```

True

```
isinstance(savings_acct, BankAccount)
```

True

```
acct = BankAccount(500)
isinstance(acct, SavingsAccount)
```

False

```
isinstance(acct, BankAccount)
```

True



# Let's practice!

OBJECT-ORIENTED PROGRAMMING IN PYTHON

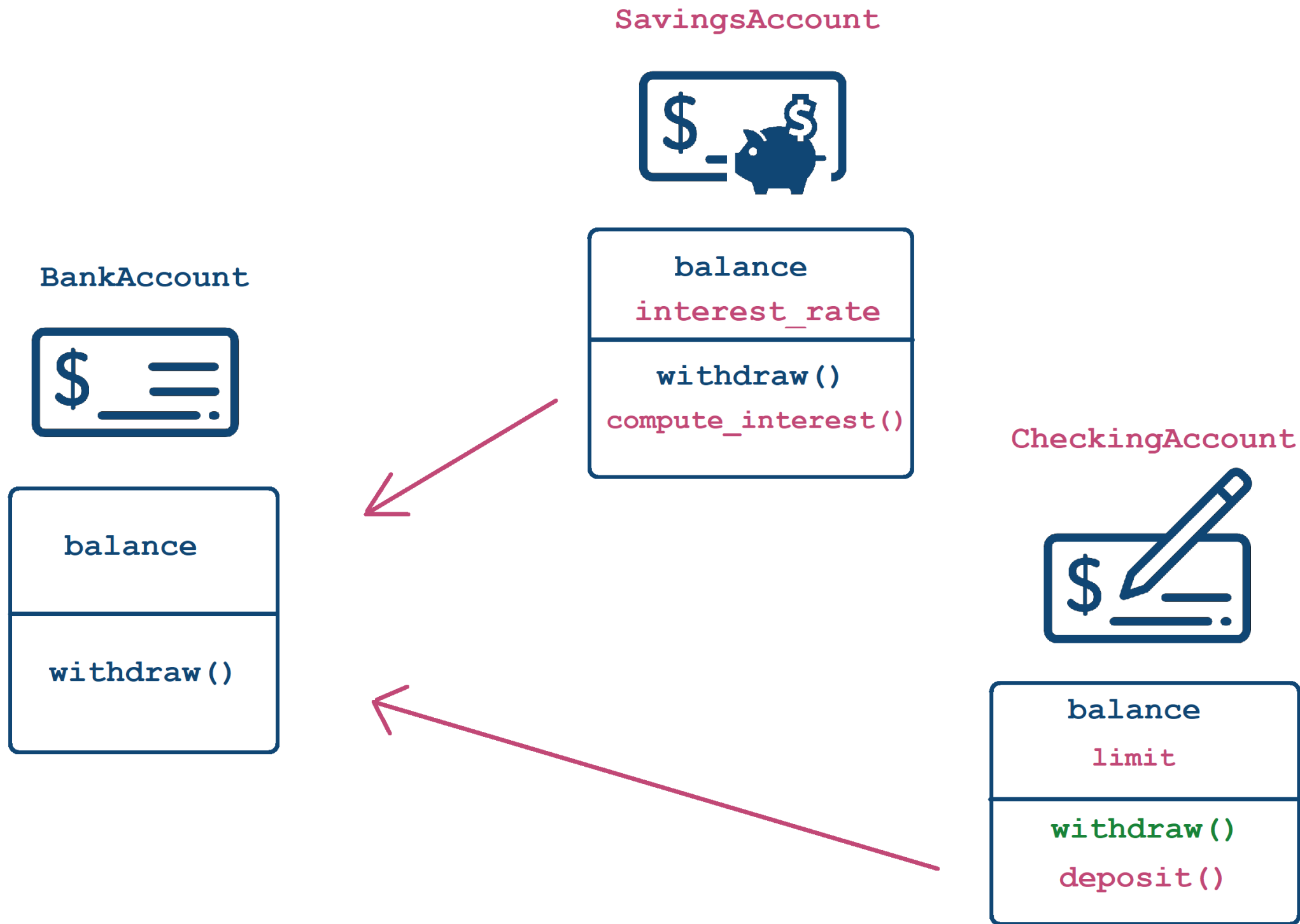
# Customizing functionality via inheritance

OBJECT-ORIENTED PROGRAMMING IN PYTHON



**Alex Yarosh**

Content Quality Analyst @ DataCamp



# What we have so far

```
class BankAccount:
    def __init__(self, balance):
        self.balance = balance

    def withdraw(self, amount):
        self.balance -= amount

# Empty class inherited from BankAccount
class SavingsAccount(BankAccount):
    pass
```

# Customizing constructors

```
class SavingsAccount(BankAccount):  
  
    # Constructor specifically for SavingsAccount with an additional parameter  
    def __init__(self, balance, interest_rate):  
        # Call the parent constructor using ClassName.__init__()  
        BankAccount.__init__(self, balance) # <--- self is a SavingsAccount but also a BankAccount  
        # Add more functionality  
        self.interest_rate = interest_rate
```

- Can run constructor of the parent class first by `Parent.__init__(self, args...)`
- Add more functionality
- Don't *have* to call the parent constructors

# Create objects with a customized constructor

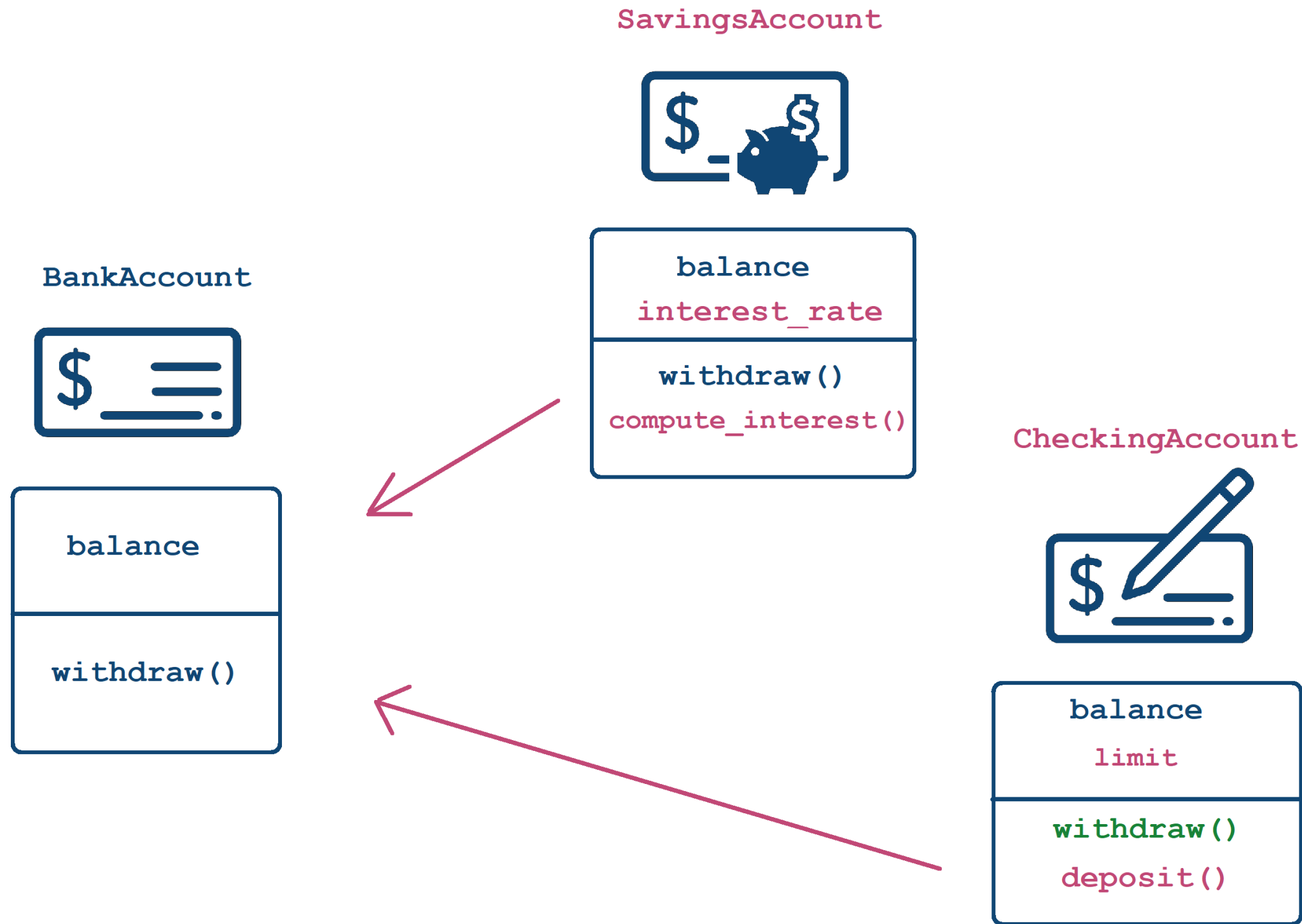
```
# Construct the object using the new constructor  
acct = SavingsAccount(1000, 0.03)  
acct.interest_rate
```

```
0.03
```

# Adding functionality

- Add methods as usual
- Can use the data from both the parent and the child class

```
class SavingsAccount(BankAccount):  
  
    def __init__(self, balance, interest_rate):  
        BankAccount.__init__(self, balance)  
        self.interest_rate = interest_rate  
  
    # New functionality  
    def compute_interest(self, n_periods = 1):  
        return self.balance * ( (1 + self.interest_rate) ** n_periods - 1)
```





# Customizing functionality

```
class CheckingAccount(BankAccount):
    def __init__(self, balance, limit):
        BankAccount.__init__(self, balance)
        self.limit = limit
    def deposit(self, amount):
        self.balance += amount
    def withdraw(self, amount, fee=0):
        if fee <= self.limit:
            BankAccount.withdraw(self, amount + fee)
        else:
            BankAccount.withdraw(self,
                                  amount + self.limit)
```

- Can change the signature (add parameters)
- Use `Parent.method(self, args...)` to call a method from the parent class

```
check_acct = CheckingAccount(1000, 25)
```

```
# Will call withdraw from CheckingAccount  
check_acct.withdraw(200)
```

```
# Will call withdraw from CheckingAccount  
check_acct.withdraw(200, fee=15)
```

```
bank_acct = BankAccount(1000)
```

```
# Will call withdraw from BankAccount  
bank_acct.withdraw(200)
```

```
# Will produce an error  
bank_acct.withdraw(200, fee=15)
```

```
TypeError: withdraw() got an unexpected  
keyword argument 'fee'
```

# Let's practice!

OBJECT-ORIENTED PROGRAMMING IN PYTHON