

Object-Oriented Programming Examples

Practice 4

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Review

- Class vs. Class object
- Method vs. Function
- Object-oriented programming
 - Encapsulation
 - Abstraction
 - Inheritance
 - Polymorphism
 - Computing 1 for DS covers OOP more deeply

Object-oriented Programming in Python

Let's type together!

SchoolMember – Member Class

- `class Member:`
- `def __init__(self, name: str, address: str, email: str, DoB: str, affiliation: str) -> None:`
- `self.name = name`
- `self.address = address`
- `self.email = email`
- `self.DoB = DoB`
- `self.affiliation = affiliation`
- `self.infoList = [self.name, self.address, self.email, self.DoB, self.affiliation]`
- `def printInfo(self):`
- `print(self.infoList)`

SchoolMember – Student Class

- `class Student(Member):`
- `def __init__(self, name: str, address: str, email: str, DoB: str, affiliation: str, student_num: str) -> None:`
- `super().__init__(name, address, email, DoB, affiliation)`
- `self.student_num = student_num`
- `self.advisor = ""`
- `self.courses_taken = []`
- `self.courses_taking = []`
- `self.GPA = 0`
- `self.infoList += [self.student_num, self.advisor, self.courses_taken, self.courses_taking, self.GPA]`

SchoolMember – Faculty Class

- `class Faculty(Member):`
- `def __init__(self, name: str, address: str, email: str, DoB: str, affiliation: str, faculty_num: str) -> None:`
- `super().__init__(name, address, email, DoB, affiliation)`
- `self.faculty_num = faculty_num`
- `self.advisees = []`
- `self.courses_teaching = []`
- `self.infoList += [self.faculty_num, self.advisees, self.courses_teaching]`

SchoolMember – Making a Class Object

- `>>> hyungsin = Faculty("Hyung-Sin Kim", "my addr", "my email", "my DoB", "Data Science", "my faculty_num")`
- `>>> type(hyungsin)`
- `<class '__main__.faculty'>`
- `>>> type(hyungsin) == Faculty`
- `True`
- We now have a new type!

SchoolMember – Testing Inheritance

- Create a new student object and a new faculty object
- Execute printInfo function of each object and see that it works even though Student/Faculty class definition does not define printInfo!
- See if Student and Faculty objects have different items in their infoList but both have member's items

SchoolMember – Testing Polymorphism

- `class Member:`
- `def switch_affiliation(self, new_affiliation: str):`
- `print("Member", self.name, "changes affiliation from", self.affiliation, "to", new_affiliation)`
- `self.affiliation = new_affiliation`
- `class Student(Member):`
- `def switch_affiliation(self, new_affiliation: str):`
- `print("Student", self.name, "changes affiliation from", self.affiliation, "to", new_affiliation)`
- `self.affiliation = new_affiliation`
- `class Faculty(Member):`
- `def switch_affiliation(self, new_affiliation: str):`
- `print("Faculty", self.name, "changes affiliation from", self.affiliation, "to", new_affiliation)`
- `self.affiliation = new_affiliation`

SchoolMember – Testing Polymorphism

- Execute switch_affiliation function of a Student object and a Faculty object
- See if they prints different messages even though member class already has switch_affiliation's definition

Cartesian Plane

- Write two classes **Point** and **Line** that give the same output as below:
 - `>>> line = Line(Point(1, 1), Point(3, 2)) # a line comprised of two 2D points`
 - `>>> line.slope()`
 - `0.5`
 - `>>> line.length()`
 - `2.23606797749979`

For Your OOP

- You need to understand your environment and problem **thoroughly**
- You need to be able to define objects by using related information and behaviors
- You need to figure out relationship between objects
- Finally, drawing a block diagram would be enough for others to understand your program

Thanks!