Python Coding Schools

10th Lesson: Class

Seed Academy

Agenda

- wk1. Installing Python, HelloWorld
- wk2. Arithmetic Operators
- wk3. Data Types : Integer, Floating point, Boolean, String
- wk4. Data Structures: List
- wk5. Data Structures: Set, Tuples
- wk6. Data Structures: Dictionary

Agenda

- wk7. Control flows : IF statement
- wk8. Loops: While, For
- wk9. Function
- wk10. Class
- wk11. Data Visualization

Class materials

https://github.com/TaeheeJeong/seedacademy

https://github.com/TaeheeJeong/SummerCoding2023

Definitions

- Class - a template
- Method or Message - A defined capability of a class
- Field or attribute- A bit of data in a class
- Object or Instance - A particular instance of a class

Terminology: Class

Defines the abstract characteristics of a thing (object), including the thing's characteristics (its attributes, fields or properties) and the thing's behaviors (the things it can do, or methods, operations or features). One might say that a class is a blueprint or factory that describes the nature of something. For example, the class Dog would consist of traits shared by all dogs, such as breed and fur color (characteristics), and the ability to bark and sit (behaviors).

http://en.wikipedia.org/wiki/Object-oriented_programming

Terminology: Instance

One can have an instance of a class or a particular object. The instance is the actual object created at runtime. In programmer jargon, the Lassie object is an instance of the Dog class. The set of values of the attributes of a particular object is called its state. The object consists of state and the behavior that's defined in the object's class.

Object and Instance are often used interchangeably.

http://en.wikipedia.org/wiki/Object-oriented_programming

Terminology: Method

An object's abilities. In language, methods are verbs. Lassie, being a Dog, has the ability to bark. So bark() is one of Lassie's methods. She may have other methods as well, for example sit() or eat() or walk() or save_timmy(). Within the program, using a method usually affects only one particular object; all Dogs can bark, but you need only one particular dog to do the barking

Method and Message are often used interchangeably.

http://en.wikipedia.org/wiki/Object-oriented_programming

class is a reserved word

This is the template for making PartyAnimal objects

```
class PartyAnimal:
   x = 0

   def party(self) :
     self.x = self.x + 1
     print("So far",self.x)

an = PartyAnimal()

an.party()
an.party()
an.party()
```

Each PartyAnimal object has a bit of data

Each PartyAnimal object has a bit of code

Construct a PartyAnimal object and store in an

PartyAnimal.party(an)

Tell the an object to run the party() code within it

```
class PartyAnimal:
  x = 0

  def party(self) :
    self.x = self.x + 1
    print("So far",self.x)

an = PartyAnimal()

an.party()
an.party()
an.party()
```

Output

```
So far 1
So far 2
So far 3
```

Find Capabilities of Class object

- The dir() command lists capabilities
- Ignore the ones with underscores - these are used by Python itself
- The rest are real operations that the object can perform
- It is like type() - it tells us something *about* a variable

```
>>> y = list()
>>> type(y)
<class 'list'>
>>> dir(y)
['__add__', '__class__',
'__contains__', '__delattr__',
'__delitem__', '__delslice__',
'__doc__', … '__setitem__',
'__setslice__', '__str__', 'append',
'clear', 'copy', 'count', 'extend',
'index', 'insert', 'pop', 'remove',
'reverse', 'sort']
```

```
class PartyAnimal:
   x = 0

   def party(self) :
     self.x = self.x + 1
     print("So far",self.x)

an = PartyAnimal()

print("Type", type(an))
print("Dir ", dir(an))
```

We can use dir() to find the “capabilities” of our newly created class.

Try dir() with a String

```
>>> x = 'Hello there'
>>> dir(x)
['__add__', '__class__', '__contains__', '__delattr__', '__doc__', '__eq__',
'__ge__', '__getattribute__', '__getitem__', '__getnewargs__',
'__getslice__', '__gt__', '__hash__', '__init__', '__le__', '__len__',
'__lt__', '__repr__', '__rmod__', '__rmul__', '__setattr__', '__str__',
'capitalize', 'center', 'count', 'decode', 'encode', 'endswith',
'expandtabs', 'find', 'index', 'isalnum', 'isalpha', 'isdigit', 'islower',
'isspace', 'istitle', 'isupper', 'join', 'ljust', 'lower', 'lstrip',
'partition', 'replace', 'rfind', 'rindex', 'rjust', 'rpartition', 'rsplit',
'rstrip', 'split', 'splitlines', 'startswith', 'strip', 'swapcase', 'title',
'translate', 'upper', 'zfill']
```

Source: Python for Everybody, Charles Severance, University of Michigan School of Information

```
class PartyAnimal:
   x = 0
   name = ""
   def __init__(self, z):
     self.name = z
     print(self.name,"constructed")

   def party(self) :
     self.x = self.x + 1
     print(self.name,"party count",self.x)

s = PartyAnimal("Sally")
s.party()

j = PartyAnimal("Jim")
j.party()
s.party()
```

Source: Python for Everybody, Charles Severance, University of Michigan School of Information

Inheritance

- When we make a new class - we can reuse an existing class and inherit all the capabilities of an existing class and then add our own little bit to make our new class
- Another form of store and reuse
- Write once - reuse many times
- The new class (child) has all the capabilities of the old class (parent) - and then some more

Terminology: Inheritance

‘Subclasses’ are more specialized versions of a class, which inherit attributes and behaviors from their parent classes, and can introduce their own.

http://en.wikipedia.org/wiki/Object-oriented_programming

FootballFan is a class which extends PartyAnimal.

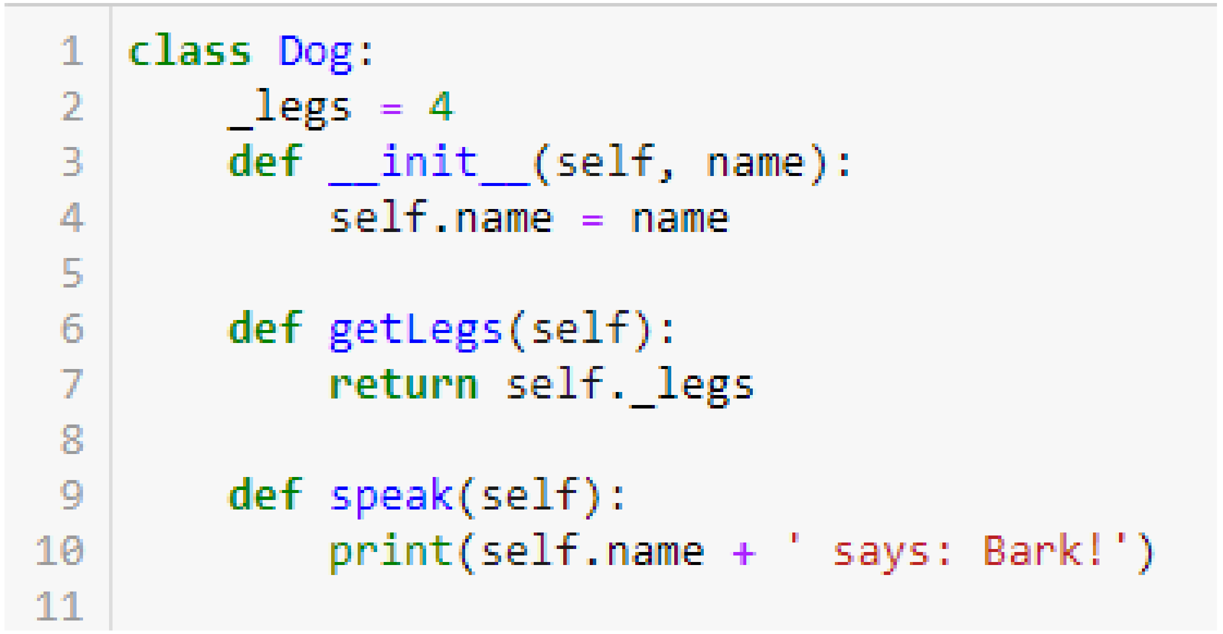
It has all the capabilities of PartyAnimal and more.

```
class PartyAnimal:
   x = 0
   name = ""
   def __init__(self, nam):
     self.name = nam
     print(self.name,"constructed")

   def party(self) :
     self.x = self.x + 1
     print(self.name,"party count",self.x)

class FootballFan(PartyAnimal):
   points = 0
   def touchdown(self):
      self.points = self.points + 7
      self.party()
      print(self.name,"points",self.points)
```

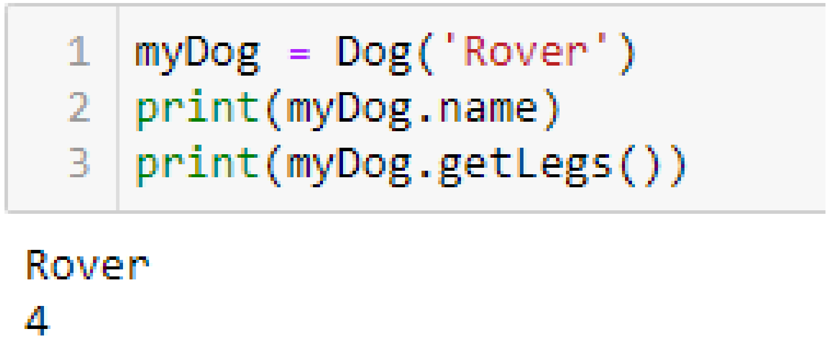
```
s = PartyAnimal("Sally")
s.party()

j = FootballFan("Jim")
j.party()
j.touchdown()
```

Source: Python for Everybody, Charles Severance, University of Michigan School of Information

Example of ‘Dog’ Class

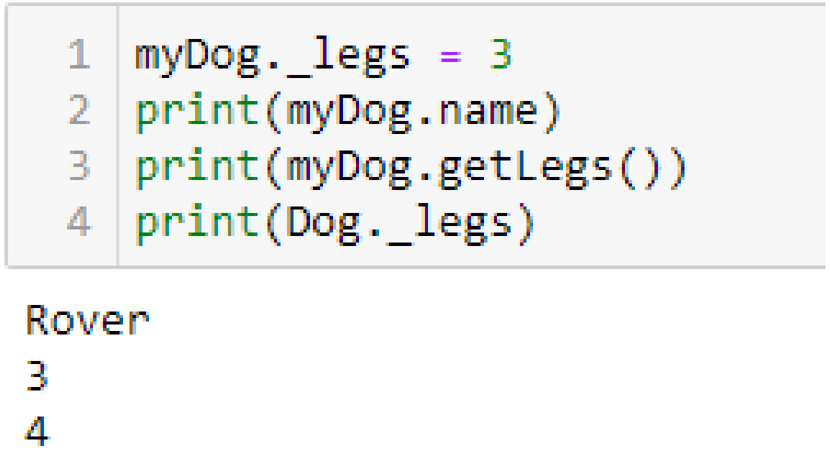


```python
class Dog:
    _legs = 4
    def __init__(self, name):
        self.name = name

    def getLegs(self):
        return self._legs

    def speak(self):
        print(self.name + ' says: Bark!')

```



```python
myDog = Dog('Rover')
print(myDog.name)
print(myDog.getLegs())
```

```
Rover
4
```



```python
myDog._legs = 3
print(myDog.name)
print(myDog.getLegs())
print(Dog._legs)
```

```
Rover
3
4
```

Acknowledgements / Contributions