

INTRODUCTION TO PYTHON PROGRAMMING LANGUAGE

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OBJECT ORIENTED PROGRAMMING

OOP IN PYTHON

Python is a multi-paradigm language and, as such, supports OOP as well as a variety of other paradigms.

If you are familiar with OOP in C++, for example, it should be very easy for you to pick up the ideas behind Python's class structures.

CLASS DEFINITION

Classes are defined using the *class* keyword with a very familiar structure:

```
class ClassName(object):  
    <statement-1>  
    . . .  
    <statement-N>
```

There is no notion of a header file to include so we don't need to break up the creation of a class into declaration and definition. We just declare and use it!

CLASS OBJECTS

Let's say I have a simple class which does not much of anything at all.

```
class MyClass(object):
    """A simple example class docstring"""
    i = 12345
    def f(self):
        return 'hello world'
```

I can create a new instance of MyClass using the familiar function notation.

```
x = MyClass()
```

CLASS OBJECTS

I can access the attributes and methods of my object in the following way.

```
>>> x = MyClass()
>>> x.i
12345
>>> x.f()
'hello world'
```

We can define the special method `__init__()` which is automatically invoked for new instances (initializer).

```
class MyClass(object):
    """A simple example class"""
    i = 12345
    def __init__(self):
        print "I just created a MyClass object!"
    def f(self):
        return 'hello world'
```

CLASS OBJECTS

Now, when I instantiate a MyClass object, the following happens:

```
>>> y = MyClass()
I just created a MyClass object!
```

We can also pass arguments to our `__init__` function:

```
>>> class Complex(object):
...     def __init__(self, realpart, imagpart):
...         self.r = realpart
...         self.i = imagpart
>>> x = Complex(3.0, -4.5)
>>> x.r, x.i
(3.0, -4.5)
```

DATA ATTRIBUTES

Like local variables in Python, there is no need for a data attribute to be declared before use.

```
>>> class Complex(object):
...     def __init__(self, realpart, imagpart):
...         self.r = realpart
...         self.i = imagpart
>>> x = Complex(3.0, -4.5)
>>> x.r, x.i
(3.0, -4.5)
>>> x.r_squared = x.r**2
>>> x.r_squared
9.0
```

DATA ATTRIBUTES

We can add, modify, or delete attributes at will.

```
x.year = 2016 # Add an 'year' attribute.
x.year = 2017 # Modify 'year' attribute.
del x.year    # Delete 'year' attribute.
```

There are also some built-in functions we can use to accomplish the same tasks.

```
hasattr(x, 'year')    # Returns true if year attribute exists
getattr(x, 'year')    # Returns value of year attribute
setattr(x, 'year', 2017) # Set attribute year to 2015
delattr(x, 'year')    # Delete attribute year
```

VARIABLES WITHIN CLASSES

Generally speaking, variables in a class fall under one of two categories:

- **Class variables**, which are shared by all instances.
- **Instance variables**, which are unique to a specific instance.

```
>>> class Dog(object):
...     kind = 'canine' # class var
...     def __init__(self, name):
...         self.name = name # instance var
>>> d = Dog('Fido')
>>> e = Dog('Buddy')
>>> d.kind # shared by all dogs
'canine'
>>> e.kind # shared by all dogs
'canine'
>>> d.name # unique to d
'Fido'
>>> e.name # unique to e
'Buddy'
```

VARIABLES WITHIN CLASSES

Be careful when using mutable objects as class variables.

```
>>> class Dog(object):
>>>     tricks = [] # mutable class variable
>>>     def __init__(self, name):
>>>         self.name = name
>>>         def add_trick(self, trick):
>>>             self.tricks.append(trick)
>>> d = Dog('Fido')
>>> e = Dog('Buddy')
>>> d.add_trick('roll over')
>>> e.add_trick('play dead')
>>> d.tricks # unexpectedly shared by all
['roll over', 'play dead']
```

VARIABLES WITHIN CLASSES

To fix this issue, make it an instance variable instead.

```
>>> class Dog(object):
>>>     def __init__(self, name):
>>>         self.name = name
>>>         self.tricks = []
>>>         def add_trick(self, trick):
>>>             self.tricks.append(trick)
>>> d = Dog('Fido')
>>> e = Dog('Buddy')
>>> d.add_trick('roll over')
>>> e.add_trick('play dead')
>>> d.tricks
['roll over']
>>> e.tricks
['play dead']
```

BUILT-IN ATTRIBUTES

Besides the class and instance attributes, every class has access to the following:

- `__dict__`: dictionary containing the object's namespace.
- `__doc__`: class documentation string or None if undefined.
- `__name__`: class name.
- `__module__`: module name in which the class is defined. This attribute is `"__main__"` in interactive mode.
- `__bases__`: a possibly empty tuple containing the base classes, in the order of their occurrence in the base class list.

METHODS

We can call a method of a class object using the familiar function call notation.

```
>>> x = MyClass()
>>> x.f()
'hello world'
```

Perhaps you noticed, however, that the definition of `MyClass.f()` involves an argument called `self`.

Calling `x.f()` is equivalent to calling `MyClass.f(x)`.

```
class MyClass(object):
    """A simple example class"""
    i = 12345
    def __init__(self):
        print "I just created a MyClass object!"
    def f(self):
        return 'hello world'
```

FRACTION EXAMPLE

Check out Bob Myers' simple fraction class [here](#).

Let's check out an equivalent simple class in Python (frac.py).

FRACTION EXAMPLE

```
>>> import frac
>>> f1 = frac.Fraction()
>>> f2 = frac.Fraction(3,5)
>>> f1.get_numerator()
0
>>> f1.get_denominator()
1
>>> f2.get_numerator()
3
>>> f2.get_denominator()
5
```


FRACTION EXAMPLE

```
>>> f2.evaluate()
0.6
>>> f1.set_value(2,7)
>>> f1.evaluate()
0.2857142857142857
>>> f1.show()
2/7
>>> f2.show()
3/5
>>> f2.input()
2/3
>>> f2.show()
2/3
```

PET EXAMPLE

Here is a simple class that defines a Pet object.

```
class Pet(object):
    def __init__(self, name, age):
        self.name = name
        self.age = age
    def get_name(self):
        return self.name
    def get_age(self):
        return self.age
    def __str__(self):
        return "This pet's name is " + str(self.name) + " and it is " + str(self.age) + " years old."
```

The `__str__` built-in function defines what happens when I print an instance of `Pet`. Here I'm overriding it to print the name.

PET EXAMPLE

Here is a simple class that defines a Pet object

```
class Pet(object):
    def __init__(self, name, age):
        self.name = name
        self.age = age
    def get_name(self):
        return self.name
    def get_age(self):
        return self.age
    def __str__(self):
        return "This pet's name is " + str(self.name)
```

```
>>> from pet import Pet
>>> mypet = Pet('Ben', '2')
>>> print mypet
This pet's name is Ben
>>> mypet.get_name()
'Ben'
>>> mypet.get_age()
2
```

INHERITANCE

Now, let's say I want to create a Dog class which inherits from Pet. The basic format of a derived class is as follows:

```
class DerivedClassName(BaseClassName):
    <statement-1>
    ...
    <statement-N>
```

In the case of BaseClass being defined elsewhere, you can use module_name.BaseClassName.

INHERITANCE

Here is an example definition of a Dog class which inherits from Pet.

```
class Dog(Pet):
    pass
```

The pass statement is only included here for syntax reasons. This class definition for Dog essentially makes Dog an alias for Pet.

INHERITANCE

We've inherited all the functionality of our Pet class, now let's make the Dog class more interesting.

```
>>> from dog import Dog
>>> mydog = Dog('Ben', 2)
>>> print mydog
This pet's name is Ben
>>> mydog.get_name()
'Ben'
>>> mydog.get_age()
2
```

```
class Dog(Pet):
    pass
```

INHERITANCE

For my Dog class, I want all of the functionality of the Pet class with one extra attribute: breed. I also want some extra methods for accessing this attribute.

```
class Dog(Pet):
    def __init__(self, name, age, breed):
        Pet.__init__(self, name, age)
        self.breed = breed
    def get_breed(self):
        return self.breed
```

INHERITANCE

For my Dog class, I want all of the functionality of the Pet class with one extra attribute: breed. I also want some extra methods for accessing this attribute.

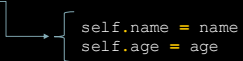
```
class Dog(Pet):
    def __init__(self, name, age, breed): ← Overriding initialization function
        Pet.__init__(self, name, age)
        self.breed = breed
    def get_breed(self):
        return self.breed
```

Python resolves attribute and method references by first searching the derived class and then searching the base class.

INHERITANCE

For my Dog class, I want all of the functionality of the Pet class with one extra attribute: breed. I also want some extra methods for accessing this attribute.

```
class Dog(Pet):
    def __init__(self, name, age, breed):
        Pet.__init__(self, name, age)
        self.breed = breed
    def get_breed(self):
        return self.breed
```



We can call base class methods directly using `BaseClassName.method(self, arguments)`. Note that we do this here to extend the functionality of Pet's initialization method.

INHERITANCE

```
>>> from dog import Dog
>>> mydog = Dog('Ben', 2, 'Maltese')
>>> print mydog
This pet's name is Ben
>>> mydog.get_age()
2
>>> mydog.get_breed()
'Maltese'
```

```
class Dog(Pet):
    def __init__(self, name, age, breed):
        Pet.__init__(self, name, age)
        self.breed = breed
    def get_breed(self):
        return self.breed
```

INHERITANCE

Python has two notable built-in functions:

- `isinstance(obj, cls)` returns true if *obj* is an instance of *cls* (or some class derived from *cls*).
- `issubclass(class, classinfo)` returns true if *class* is a subclass of *classinfo*.

```
>>> from pet import Pet
>>> from dog import Dog
>>> mydog = Dog('Ben', 2, 'Maltese')
>>> isinstance(mydog, Dog)
True
>>> isinstance(mydog, Pet)
True
>>> issubclass(Dog, Pet)
True
>>> issubclass(Pet, Dog)
False
```

MULTIPLE INHERITANCE

You can derive a class from multiple base classes like this:

```
class DerivedClassName(Base1, Base2, Base3):
    <statement-1>
    ...
    <statement-N>
```

Attribute resolution is performed by searching `DerivedClassName`, then `Base1`, then `Base2`, etc.

PRIVATE VARIABLES

There is no strict notion of a private attribute in Python.

However, if an attribute is prefixed with a single underscore (e.g. `_name`), then it should be treated as private. Basically, using it should be considered bad form as it is an implementation detail.

To avoid complications that arise from overriding attributes, Python does perform *name mangling*. Any attribute prefixed with two underscores (e.g. `__name`) and no more than one trailing underscore is automatically replaced with `__classname__name`.

Bottom line: if you want others developers to treat it as private, use the appropriate prefix.

NAME MANGLING

```
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)

class MappingSubclass(Mapping):
    def update(self, keys, values):
        for item in zip(keys, values):
            self.items_list.append(item)
```

What's the problem here?

NAME MANGLING

```
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)

class MappingSubclass(Mapping):
    def update(self, keys, values):
        for item in zip(keys, values):
            self.items_list.append(item)
```

What's the problem here?

The update method of Mapping accepts one iterable object as an argument.

The update method of MappingSubclass however, accepts keys and values as arguments.

Because MappingSubclass is derived from Mapping and we haven't overridden the `__init__` method, we will have an error when the `__init__` method calls `update` with a single argument.

NAME MANGLING

```
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)

class MappingSubclass(Mapping):
    def update(self, keys, values):
        for item in zip(keys, values):
            self.items_list.append(item)
```

To be clearer, because MappingSubclass inherits from Mapping but does not provide a definition for `__init__`, we implicitly have the following `__init__` method.

```
def __init__(self, iterable):
    self.items_list = []
    self.update(iterable)
```


NAME MANGLING

```
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)
```

```
class MappingSubclass(Mapping):
    def update(self, keys, values):
        for item in zip(keys, values):
            self.items_list.append(item)
```

This `__init__` method references an `update` method. Python will simply look for the most local definition of `update` here.

```
def __init__(self, iterable):
    self.items_list = []
    self.update(iterable)
```

NAME MANGLING

```
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)
```

```
class MappingSubclass(Mapping):
    def update(self, keys, values):
        for item in zip(keys, values):
            self.items_list.append(item)
```

The signatures of the `update` call and the `update` definition do not match. The `__init__` method depends on a certain implementation of `update` being available. Namely, the `update` defined in `Mapping`.

```
def __init__(self, iterable):
    self.items_list = []
    self.update(iterable)
```

NAME MANGLING

```
>>> import map
>>> x = map.MappingSubclass([1, 2, 3])
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "map.py", line 4, in __init__
    self.update(iterable)
TypeError: update() takes exactly 3 arguments (2 given)
```

NAME MANGLING

```
class Mapping:
    def __init__(self, iterable):
        self.items_list = []
        self.__update(iterable)
    def update(self, iterable):
        for item in iterable:
            self.items_list.append(item)
        __update = update # private copy of original update() method

class MappingSubclass(Mapping):
    def update(self, keys, values):
        # provides new signature for update()
        # but does not break __init__()
        for item in zip(keys, values):
            self.items_list.append(item)
```

NAME MANGLING

```
>>> import map
>>> x = map.MappingSubclass([1,2,3])
>>> x.items_list
[1, 2, 3]
>>> x.update(['key1', 'key2'], ['val1', 'val2'])
>>> x.items_list
[1, 2, 3, ('key1', 'val1'), ('key2', 'val2')]
```

STRUCTS IN PYTHON

You can create a struct-like object by using an empty class.

```
>>> class Struct:
...     pass
...
>>> node = Struct()
>>> node.label = 4
>>> node.data = "My data string"
>>> node.next = Struct()
>>> next_node = node.next
>>> next_node.label = 5
>>> print node.next.label
5
```

EMULATING METHODS

You can create custom classes that emulate methods that have significant meaning when combined with other Python objects.

The statement `print >>` typically prints to the file-like object that follows. Specifically, the file-like object needs a `write()` method. This means I can make any class which, as long as it has a `write()` method, is a valid argument for this `print` statement.

```
>>> class Random:
...     def write(self, str_in):
...         print "The string to write is: " + str(str_in)
>>> someobj = Random()
>>> print >> someobj, "whatever"
The string to write is: whatever
```

CUSTOM EXCEPTIONS

We mentioned in previous lectures that exceptions can also be custom-made. This is done by creating a class which is derived from the `Exception` base class.

```
class MyException(Exception):
    def __init__(self, value):
        self.parameter = value
    def __str__(self):
        return self.parameter

>>> from myexcept import MyException
>>> try:
...     raise MyException("My custom error message.")
... except MyException as e:
...     print "Error: " + str(e)
...
Error: My custom error message.
```

ITERABLES, ITERATORS, AND GENERATORS

Before we move on to the standard library (in particular, the `itertools` module), let's make sure we understand iterables, iterators, and generators.

An *iterable* is any Python object with the following properties:

- It can be looped over (e.g. lists, strings, files, etc).
- Can be used as an argument to `iter()`, which returns an iterator.
- Must define `__iter__()` (or `__getitem__()`).

ITERABLES, ITERATORS, AND GENERATORS

Before we move on to the standard library (in particular, the `itertools` module), let's make sure we understand iterables, iterators, and generators.

An *iterator* is a Python object with the following properties:

- Must define `__iter__()` to return itself.
- Must define the `next()` method to return the next value every time it is invoked.
- Must track the "position" over the container of which it is an iterator.

ITERABLES, ITERATORS, AND GENERATORS

A common iterable is the list. Lists, however, are not iterators. They are simply Python objects for which iterators may be created.

```
>>> a = [1, 2, 3, 4]
>>> # a list is iterable - it has the __iter__ method
>>> a.__iter__
<method-wrapper '__iter__' of list object at 0x014E5D78>
>>> # a list doesn't have the next method, so it's not an iterator
>>> a.next
AttributeError: 'list' object has no attribute 'next'
>>> # a list is not its own iterator
>>> iter(a) is a
False
```

ITERABLES, ITERATORS, AND GENERATORS

The listiterator object is the iterator object associated with a list. The iterator version of a listiterator object is itself, since it is already an iterator.

```
>>> # iterator for a list is actually a 'listiterator' object
>>> ia = iter(a)
>>> ia
<listiterator object at 0x014DF2F0>
>>> # a listiterator object is its own iterator
>>> iter(ia) is ia
True
```

ITERATORS

How does this magic work?

```
for item in [1, 2, 3, 4]:
    print item
```

ITERATORS

How does this magic work?

The for statement calls the iter() function on the sequence object. The iter() call will return an iterator object (as long as the argument has a built-in __iter__ function) which defines next() for accessing the elements one at a time.

Let's do it manually:

```
>>> mylist = [1, 2, 3, 4]
>>> it = iter(mylist)
>>> it
<listiterator object at 0x2af6add16090>
>>> it.next()
1
>>> it.next()
2
>>> it.next()
3
>>> it.next()
4
>>> it.next() # Raises StopIteration Exception
```

ITERABLES, ITERATORS, AND GENERATORS

```
>>> mylist = [1, 2, 3, 4]
>>> for item in mylist:
...     print item
```

↑ Is equivalent to →

```
>>> mylist = [1, 2, 3, 4]
>>> i = iter(mylist) # i = mylist.__iter__()
>>> print i.next()
1
>>> print i.next()
2
>>> print i.next()
3
>>> print i.next()
4
>>> print i.next()
# StopIteration Exception Raised
```

ITERATORS

Let's create a custom iterable object.

```
class Even:
    def __init__(self, data):
        self.data = data
        self.index = 0
    def __iter__(self):
        return self
    def next(self):
        if self.index >= len(self.data):
            raise StopIteration
        ret = self.data[self.index]
        self.index = self.index + 2
        return ret
```


ITERATORS

Let's create a custom iterable object.

```
>>> from even import Even
>>> evenlist = Even(range(0,10))
>>> iter(evenlist)
<even.Even instance at 0x2ad24d84a128>
>>> for item in evenlist:
...     print item
...
0
2
4
6
8
```

ITERABLES, ITERATORS, AND GENERATORS

Generators are a way of defining iterators using a simple function notation.

Generators use the `yield` statement to return results when they are ready, but Python will remember the context of the generator when this happens.

Even though generators are not technically iterator objects, they can be used wherever iterators are used.

Generators are desirable because they are *lazy*: they do no work until the first value is requested, and they only do enough work to produce that value. As a result, they use fewer resources, and are usable on more kinds of iterables.

GENERATORS

An easy way to create “iterators”. Use the `yield` statement whenever data is returned. The generator will pick up where it left off when `next()` is called.

```
def even(data):
    for i in range(0, len(data), 2):
        yield data[i]

>>> for elem in even(range(0,10)):
...     print elem
...
0
2
4
6
8
```

ITERABLES, ITERATORS, AND GENERATORS

```
def count_generator():
    n = 0
    while True:
        yield n
        n = n + 1
```

```
>>> counter = count_generator()
>>> counter
<generator object count_generator at 0x...>
>>> next(counter)
0
>>> next(counter)
1
>>> iter(counter)
<generator object count_generator at 0x...>
>>> iter(counter) is counter
True
>>> type(counter)
<type 'generator'>
```

ITERABLES, ITERATORS, AND GENERATORS

There are also generator comprehensions, which are very similar to list comprehensions.

```
>>> l1 = [x**2 for x in range(10)] # list
>>> g1 = (x**2 for x in range(10)) # gen
```

Equivalent to:

```
def gen(exp):
    for x in exp:
        yield x**2

g1 = gen(iter(range(10)))
```