

# What is OOP?

INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING IN PYTHON



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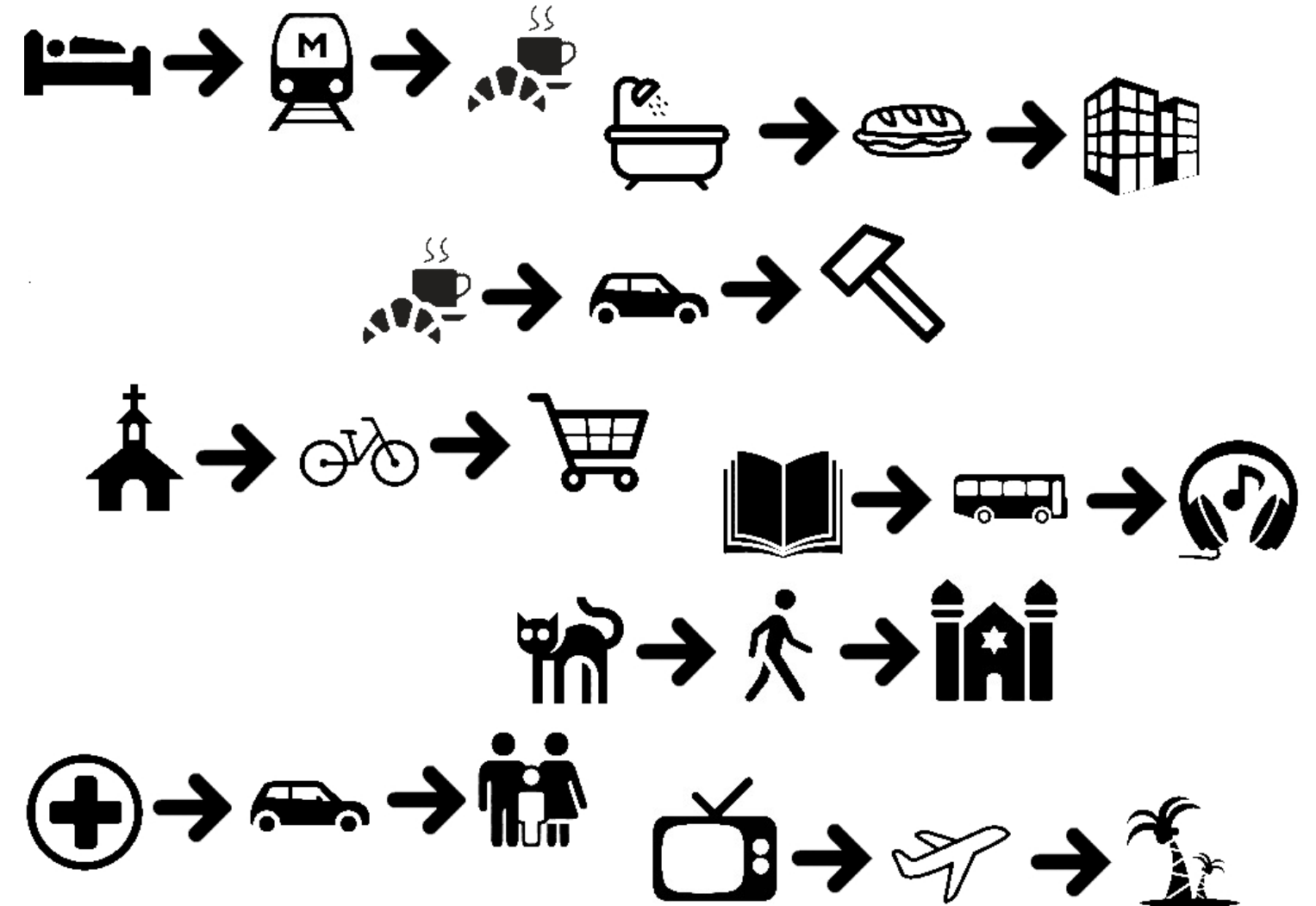
# Procedural programming

- Code as a sequence of steps
- Great for data analysis



<sup>1</sup> Image source: <https://unsplash.com/@tateisimikito>

# Thinking in sequences



# Procedural programming

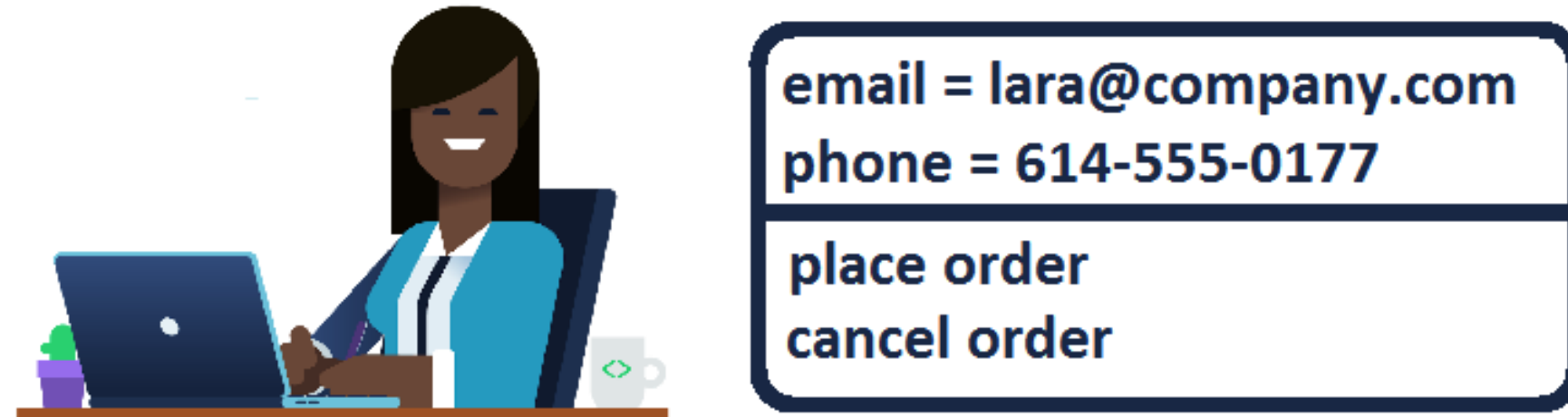
- Code as a sequence of steps
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# Object-oriented programming

- *Code as interactions of objects*
- Great for building software
- *Maintainable and reusable code!*

# Objects

Object = data + functionality



State - an object's *data*

Behavior - an object's *functionality*

# Objects in Python

- *Everything in Python is an object*

Object	Type
5	int
"Hello"	str
pd.DataFrame()	DataFrame
sum()	function
...	...

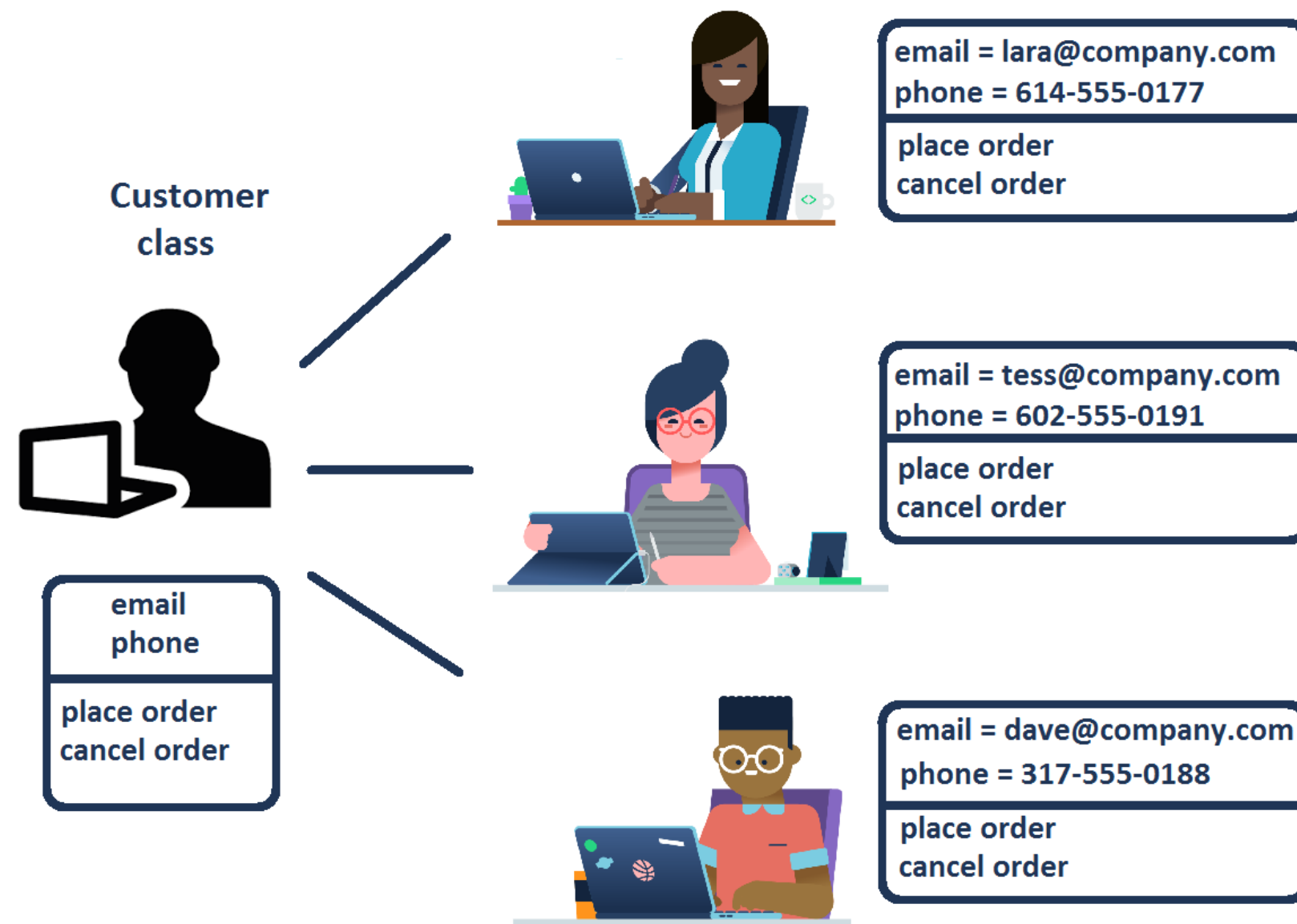
# Classes as blueprints

- **Class:** a blueprint for objects outlining possible states and behaviors



# Classes as blueprints

- **Class** : a blueprint for objects outlining possible states and behaviors





# Classes in Python

- Python objects of the same type behave in the same way
- `lists` are a class
  - Created with comma-separated values `[1, 2, 3, 4, 5]`
  - Share the same methods, e.g., `.append()`
- Use `type()` to find the class

```
type([1, 2, 3, 4, 5])
```

```
<class 'list'>
```

# Attributes and methods

## State ↔ attributes

```
import pandas as pd
df = pd.DataFrame({"a": [1, 2, 3],
                  "b": [4, 5, 6]})

# shape attribute
df.shape
```

```
(3, 2)
```

- Use `obj.` to access attributes and methods

## Behavior ↔ methods

```
import pandas as pd
df = pd.DataFrame({"a": [1, 2, 3],
                  "b": [4, 5, 6]})

# head method
df.head()
```

	a	b
0	1	4
1	2	5
2	3	6

# Displaying attributes and methods

```
# Display attributes and methods  
dir([1, 2, 3, 4])
```

```
['__add__',  
 '__class__',  
 '__contains__',  
 '__delattr__',  
 ...  
 'pop',  
 'remove',  
 'reverse',  
 'sort']
```

```
# Display attributes and methods  
dir(list)
```

```
['__add__',  
 '__class__',  
 '__contains__',  
 '__delattr__',  
 ...  
 'pop',  
 'remove',  
 'reverse',  
 'sort']
```

# Cheat sheet

Term	Definition
Class	A <b>blueprint</b> /template used to build objects
Object	A combination of <i>data</i> and <i>functionality</i> ; An <b>instance</b> of a class
State	<i>Data</i> associated with an object, assigned through <b>attributes</b>
Behavior	An object's <i>functionality</i> , defined through <b>methods</b>

# Let's review!

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# Class anatomy: attributes and methods

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# A Customer class

```
class Customer:  
    # Code for class goes here  
    pass
```

```
c_one = Customer()  
c_two = Customer()
```

- `class <name>:` starts a class definition
- Code inside `class` is indented
- Use `pass` to create an "empty" class
- Use `ClassName()` to create an object of class `ClassName`

# Add methods to a class

```
class Customer:  
    def identify(self, name):  
        print("I am Customer " + name)
```

```
cust = Customer()  
cust.identify("Laura")
```

```
I am Customer Laura
```

- Method definition = function definition within class
- Use `self` as the first argument in method definition
- Ignore `self` when calling a method on an object



```
class Customer:
    def identify(self, name):
        print("I am Customer " + name)

cust = Customer()
cust.identify("Laura")
```

## What is self?

- Classes are templates
- `self` should be the first argument of any method
- `self` is a stand-in for a (not yet created) object
- `cust.identify("Laura")` *will be interpreted as* `Customer.identify(cust, "Laura")`

# We need attributes

- OOP bundles data with methods that operate on data
  - `Customer` 's' name should be an attribute

Attributes are created by assignment (=) in methods

# Add an attribute to class

```
class Customer:
    # Set the name attribute of an object to new_name
    def set_name(self, new_name):
        # Create an attribute by assigning a value
        # Will create .name when set_name is called
        self.name = new_name

# Create an object
# .name doesn't exist here yet
cust = Customer()

# .name is created and set to "Lara de Silva"
cust.set_name("Lara de Silva")
print(cust.name)
```

Lara de Silva

## Old version

```
class Customer:

    # Using a parameter
    def identify(self, name):
        print("I am Customer" + name)
```

```
cust = Customer()

cust.identify("Eris Odoro")
```

I am Customer Eris Odoro

## New version

```
class Customer:
    def set_name(self, new_name):
        self.name = new_name

    # Using .name from the object it*self*
    def identify(self):
        print("I am Customer" + self.name)
```

```
cust = Customer()
cust.set_name("Rashid Volkov")
cust.identify()
```

I am Customer Rashid Volkov

# Let's practice!

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# Class anatomy: the `__init__` constructor

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# Methods and attributes

- Methods are function definitions within a class
- `self` as the first argument
- Define attributes by assignment
- Refer to attributes in class via `self.---`
- Calling lots of methods could become unsustainable!

```
class MyClass:
    # function definition in class
    # first argument is self
    def my_method1(self, other_args...):
        # do things here
    def my_method2(self, my_attr):
        # attribute created by assignment
        self.my_attr = my_attr
    ...
```

# Constructor

- Add data to object when creating it
- **Constructor** `__init__()` method is called every time an object is created
  - Called automatically because of `__methodname__` syntax

```
class Customer:
    def __init__(self, name):
        # Create the .name attribute and set it to name parameter
        self.name = name
        print("The __init__ method was called")
```



# Constructor

```
# __init__ is implicitly called  
cust = Customer("Lara de Silva")  
print(cust.name)
```

```
The __init__ method was called  
Lara de Silva
```

# Attributes in methods

```
class MyClass:
    def my_method1(self, attr1):
        self.attr1 = attr1
        ...

    def my_method2(self, attr2):
        self.attr2 = attr2
        ...

obj = MyClass()
# attr1 created
obj.my_method1(val1)
# attr2 created
obj.my_method2(val2)
```

# Attributes in the constructor

```
class MyClass:
    def __init__(self, attr1, attr2):
        self.attr1 = attr1
        self.attr2 = attr2
        ...

# All attributes are created
obj = MyClass(val1, val2)
```

- Generally we should use the constructor
- Attributes are created when the object is created
- *More usable and maintainable code*

# Add arguments

```
class Customer:
    # Add balance argument
    def __init__(self, name, balance):
        self.name = name

        # Add the balance attribute
        self.balance = balance
        print("The __init__ method was called")
```

# Add parameters

```
# __init__ is called
cust = Customer("Lara de Silva", 1000)
print(cust.name)
print(cust.balance)
```

```
The __init__ method was called
Lara de Silva
1000
```

# Default arguments

```
class Customer:
    # Set a default value for balance
    def __init__(self, name, balance=0):
        self.name = name
        # Assign the new attribute
        self.balance = balance
        print("The __init__ method was called")
```

# Default arguments

```
# Don't specify the balance explicitly
cust = Customer("Lara de Silva")
print(cust.name)
# The balance attribute is created anyway
print(cust.balance)
```

```
The __init__ method was called
Lara de Silva
0
```

# Best practices

1. Initialize attributes in `__init__()`

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## 2. Naming

`CamelCase` for classes, `lower_snake_case` for functions and attributes



# Best practices

1. Initialize attributes in `__init__()`

## 2. Naming

`CamelCase` for class, `lower_snake_case` for functions and attributes

3. Keep `self` as `self`

```
class MyClass:
    # This works but isn't recommended
    def my_method(george, attr):
        george.attr = attr
```

# Best practices

1. Initialize attributes in `__init__()`

## 2. Naming

`CamelCase` for class, `lower_snake_case` for functions and attributes

3. `self` is `self`

## 4. Use docstrings

```
class MyClass:
    """This class does nothing"""
    pass
```

# Let's practice!

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