

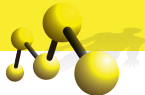
Defining Your Own Types

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Programming for Scientists

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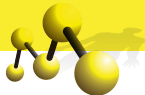


```
def doublevals(seq):  
    '''  
    '''  
    result = []  
    for x in seq:  
        result.append(2*x)  
    return result
```

```
x2s = doublevals([1,2,3])  
for x2 in x2s:  
    print x2
```



```
def doublevals(seq):  
    '''  
    '''  
    for x in seq:  
        yield 2*x  
  
x2s = doublevals([1,2,3])  
for x2 in x2s:  
    print x2
```



```
def doublevals(seq):  
    result = []  
    for x in seq:  
        result.append(2*x)  
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```

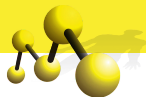
```
def doublevals(seq):  
    for x in seq:  
        yield 2*x
```



We have already seen this

```
import module
```

what is happening exactly?

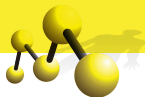


module.py

```
def hello():  
    print 'Hello'
```

main.py

```
import module  
module.hello()
```

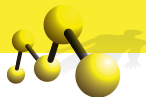


module.py

```
def hello():  
    print 'Hello'
```

main.py

```
import module as mod  
mod.hello()
```

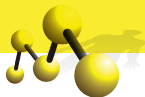


module.py

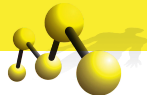
```
def hello():  
    print 'Hello'
```

main.py

```
from module import hello  
hello()
```

```
import datetime
print datetime.datetime.now()
```

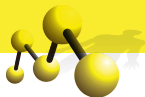


```
import numpy
```



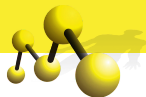
Built-in Types

- ① lists
- ② dictionaries
- ③ strings
- ④ ...



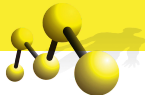
What's a Type

- 1 A domain of values
- 2 A set of methods (functions)



List

- ① Domain: lists
- ② Functions: `L.append(e)`, `L.insert(idx,e)`, ...
- ③ Operators: `L[0]`, `'Rita' in L`

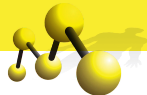


List

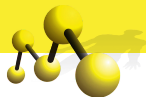
- ① Domain: lists
- ② Functions: `L.append(e)`, `L.insert(idx,e)`, ...
- ③ Operators: `L[0]`, `'Rita' in L`

Integer

- ① Domain: $\dots, -2, 1, 0, 1, 2, \dots$
- ② Operators: $A + B, \dots$

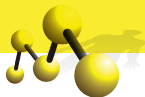


Object-oriented programming languages allow us to define new types.

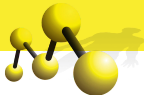


- DNA (RNA) sequence
- Quality (integer value) for each position

FastQ Example



```
def mean(xs):  
    return sum(xs)/float(len(xs))  
class FastQSequence(object):  
    def __init__(self, seq, quals):  
        if len(seq) != len(quals):  
            print 'OOOOOOOOOOOPS!'  
        self.seq = seq  
        self.quals = quals  
  
    def averageq(self):  
        return mean(self.quals)
```



```
class NAME(object):  
    def __init__(self, ...):  
        ...  
  
    def METHODNAME(self, . . .):  
        . . .
```



```
def mean(xs):  
    return sum(xs)/float(len(xs))  
class FastQSequence(object):  
    def __init__(self, seq, quals):  
        if len(seq) != len(quals):  
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        self.seq = seq  
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    def averageq(self):  
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