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Assignment 07

<https://github.com/SBNEIFFER/IntroToProg-Python-Mod07.git>

Classes and Objects

Introduction

In this document, I will outline the steps I took to convert an existing Python program to use classes, objects, and properties to perform tasks. Much of the code for this script already existed, so I added code and edited existing portions. The result is a script that uses classes and objects to accomplish tasks.

Person Class

The first step I took in converting this script to classes and objects, was declaring a class called **Person**. I also added a constructor method and gave it the string attributes of **first_name**, **last_name**, and **course_name**. I then added **first_name** and **last_name** properties to the constructor and used double underscores to indicate that they're private attributes.

Next, I added a getter for the **first_name** property that returns the **first_name** with the first character capitalized. After this, I added a setter for the **first_name** that checks if the string value contains only letters. If it does or is blank, the **first_name** value is set, but a **ValueError** is raised if the string contains any numbers. I also a getter and setter for the **last_name** property using the same conditions.

Finally, I used the **__str__** method to return a string containing the private **first_name**, and **last_name**, attributes from the **Person** class.

Inherited Student Class

I created a class called Student that inherits attributes from the original Person class. I then called the constructor and passed it the **first_name**, **last_name**, and **course_name** attributes using the **super** method. Then, I assigned the private **course_name** property using the **course_name** parameter.

My next step was to add a getter and setter for the **course_name** attribute. The getter returns the private **course_name** attribute with the first character capitalized, and the setter sets it to a string value.

I then used the `__str__` method to return the **first_name**, **last_name**, and **course_name** attributes from the **Student** class.

Reading From JSON File

The next step I took was changing where the JSON file data loads. I switched in from the **student_data** dictionary to the list of dictionary objects called **list_of_dictionary_data**. Then I used a **For Loop** to create student objects called **student_object** from the loaded JSON data and assigned them the **Student** attributes. Finally, I appended the **student_object** dictionaries to the **student_data** list. This conversion was done because JSON doesn't work with objects directly.

Writing to JSON File

In this function, I passed the student objects in **student_data** list into a dictionary called **student_json** using a For Loop. I then appended the **student_json** dictionaries to a list called **list_of_dictionary_data** and used the **dump** function to write it to the JSON file.

Displaying Current Data

When displaying the current data to the user, I changed print function from showing an F string containing student dictionaries, to a string that shows the student objects from the list ***student_data*** using a ***For Loop***.

Capturing User Input

The next step was to pass the captured user input to a student object called ***student*** instead of a dictionary. I assigned the ***Student*** class attributes: ***first_name***, ***last_name***, and ***course_name***, to the variables that hold the user input, then I appended the ***student*** object to the ***student_data*** list.

Summary

In conclusion, much of the code contained in this script was pre-existing. However, I converted it to use classes and objects instead of dictionaries. I created a Person class and a Student class that inherits attributes from the Person class. I then created constructors for each class and changed the dictionaries to objects. Whenever JSON data was read or written, I had to convert the objects back into dictionaries to work with the JSON. That was the extent of this code conversion.