Sid Tolbert
12/02/2024
IT FDN 110 A
Assignment07
https://github.com/Sid-Tolbert/IntroToProg-Python-Mod07

## **Assignment 7 – Classes and Objects**

## Introduction

Assignment 07 was about learning how to use object-oriented programming (OOP) principles to create organized code. The module introduced concepts like classes, constructors, properties, and inheritance, along with encapsulation to manage data. In addition, I explored using Git and GitHub Desktop for version control, which provided a structured way to manage and share code. These tools and principles were great for writing programs.

## **Doing the Assignment**

The module materials provided a foundation for understanding how classes can be used to group data and functionality. For the assignment, I created a course registration program that demonstrated these principles in practice.

The program started with a Person class to handle general attributes like a first and last name.

```
@L
   class Person:
        Creates a class called Person, a parent class
Q
        def __init__(self, first_name:str, last_name:str):
            self.first_name = first_name
            self.last_name = last_name
        @property
        def first_name(self)->str:
            return self._first_name.title()
        @first_name.setter
        def first_name(self, value:str) -> None:
            :param value: The value to set
            if value.isalpha():
                self._first_name=vαlue
            else:
                raise ValueError("First name must be alphabetic.")
```

Figure 1: Person Class

From there, I extended it into a Student class to include course-related details. This use of inheritance allowed me to build on the functionality of the Person class while adding new features specific to students.

```
class Student(Person):
        def __init__(self, first_name:str, last_name:str, course_name: str):
        ___super().__init__(first_name, last_name)
            self.course_name = course_name
        @property
        def course_name(self) -> str:
            return self._course_name
        @course_name.setter
        def course_name(self, value) -> None:
            self._course_name = vαlue
©<sup>†</sup>
        def __str__(self) -> str:
```

Figure 2: Student Class - Inheritance

Encapsulation was implemented through properties, which ensured data validation and control. For example, the program checked that names contained only alphabetic characters and rejected invalid input.

The program also incorporated file handling, making it possible to save and retrieve registrations. This ensured that user data persisted across sessions. Error handling was included to catch invalid inputs, such as entering non-alphabetic characters for student\_name, and to provide meaningful feedback without causing the program to crash.

Figure 3: File Processing - adding in file\_data

Using Git and GitHub Desktop for version control allowed me to track my progress and make changes confidently. Committing my work regularly made it easier to manage the development process, while uploading to GitHub provided a central place to store and share the final files.

## Conclusion

This assignment highlighted how object-oriented programming can simplify and enhance code organization. Using inheritance made it easy to reuse and extend functionality, while encapsulation ensured data integrity and reduced the likelihood of errors. The practical experience with Git and

GitHub Desktop reinforced the importance of version control in managing code efficiently. These skills and concepts are invaluable for creating well-structured and scalable programs.