Sam Ormerod 2020-Sep-1 Foundations of Programming: Python Assignment 08

CD Inventory Round 5

Intro

This week we jumped into Object Oriented Programming also known as OOP¹. The assignment is our fifth iteration of our CD Inventory program while utilizing OOP.

OOP

Object Oriented Programming has been difficult for me to fully grasp. I still don't feel confident in my understanding of it. Going through the labs we looked at the standard components that make a class which are Fields², Constructors³, Attributes⁴, Properties⁵ and Methods⁶. Please see Figure 1 showing the order of the components.

```
class ClassName():

...#---Fields---#

...#---Constructor---#

...#---Attributes---#

...#---Properties---#
```

Figure 1 - Standard components of a Class

It wasn't until class on tuesday when we were going over the labs that I realized that I had previously done the labs incorrectly. After class I re-read through the module document, re-watched Dirks videos and reached out to developer friends that work with PHP, HTML and Javascript in an attempt to gain a further understanding, but i'm still vastly confused when it comes to OOP.

¹ FDN_Py_Module_08.pdf page 1

² FDN_Py_Module_08.pdf page 3

³ FDN Py Module 08.pdf page 3

⁴ FDN Py Module 08.pdf page 5

⁵ FDN Py Module 08.pdf page 6

⁶ FDN_Py_Module_08.pdf page 10

Assignment

This is our fifth iteration of the CD Inventory program. This has been a constant state of frustration with the cliche of one step forward and two steps backward. After spending roughly 7-9 hours on the assignment I had narrowed my issues to the load and save functionality. It took an additional 2 hours before I would learn what a values statement was and how it was the pivotal piece of information needed for the load and save to function. Please see Figure 2 for the value statement.

```
    def values(self):
        return [self.cd_id, self.cd_title, self.cd_artist]
```

Figure 2 - THE VALUE STATEMENT

Summary

During our week seven class we were briefed that module eight would probably be the hardest concept to fully understand. Even though I was able to write a program that processes as accepted I am not confident in my understanding of OOP. Also this is the last knowledge document for this class and I couldn't be more excited.

Appendix

Full program available on GitHub

Spyder Screenshots:

```
Menu
[1] Load Inventory from file
[a] Add CD
[i] Display Inventory
[s] Save Inventory to file
[x] exit
Which operation would you like to perform? [1, a, i, s or x]: a
Enter an ID: 3
Enter the CD's Title: bat
Enter the Artist's Name: bat
====== The Current Inventory: ======
      CD Title (by: Artist)
1
       sam (by:sam)
       man (by:man)
       bat (by:bat)
Menu
[1] Load Inventory from file
[a] Add CD
[i] Display Inventory
[s] Save Inventory to file
[x] exit
Which operation would you like to perform? [1, a, i, s or x]: s
====== The Current Inventory: ======
      CD Title (by: Artist)
ID
        sam (by:sam)
2
        man (by:man)
3
        bat (by:bat)
_____
Save this inventory to file? [y/n] y
```

```
Menu

[1] Load Inventory from file
[a] Add CD
[i] Display Inventory
[s] Save Inventory to file
[x] exit

Which operation would you like to perform? [l, a, i, s or x]: x

In [2]:
```