

Week 3 - Classes (not the school kind)

Inspired by class notes from BYU's ACME Program: [Link](#)

What can I do with this?

Make a list of things that you can do with each individual item below:

- A Table
- A laptop computer
- An Apple

What are classes

- A critical element of object-oriented programming
- Directions for creating objects
 - A list of "recipes" for utilizing that object
- Allow us to generate multiple related objects, and to manipulate them, quickly and efficiently

Classes

Let's imagine we work at a cafeteria, and that we want to represent a sandwich as code. There are certain things we would want to know about every sandwich:

1. Whose is it?
2. What toppings will we put on our sandwich?
3. What kind of bread will we use?

How can we start designing our sandwich code?

Creating a new class

```
class Sandwich(object):  
    def __init__(self, owner, bread='white'):  
        self.owner = owner  
        self.bread = bread  
        self.toppings = []
```

The FIRST thing we need to do is to initialize an object of class `Sandwich`. We do this by using the `__init__()` method (methods are functions assigned to a class object)

- We tell our object what arguments to expect, and store these values as **attributes** of our object

Creating a New Class

```
>>> mine = Sandwich('Dusty')  
>>> print(mine)  
<__main__.Sandwich object at 0x7f83ba7cc390>
```

So, I created a delicious sandwich class, but I can't print anything useful about it!

- We have to explain to the interpreter how to implement basic functions using our object
- We can declare basic functionality using *magic methods*

Magic Methods (MANY more [here](#))

Operator	Method
+	object.__add__(self, other)
-	object.__sub__(self, other)
*	object.__mul__(self, other)
//	object.__floordiv__(self, other)
/	object.__truediv__(self, other)
**	object.__pow__(self, other[, modulo])
print()	object.__repr__(self)

Magic Methods

Not all of the magic methods will make sense for all classes.

Which standard operations do you think would make sense for our `Sandwich` class?

Magic Methods

Not all of the magic methods will make sense for all classes.

Which standard operations do you think would make sense for our `Sandwich` class?

- Adding (we can ADD toppings)
- Subtracting (we can REMOVE toppings)
- Equality (we can determine if two sandwiches are the same)
 - If we define equality, we should also define when two sandwiches are NOT equal.
- A formatted representation for printing

Magic Methods - Adding

```
class Sandwich(object):  
    def __init__(self, owner, bread='white'):  
        self.owner = owner  
        self.bread = bread  
        self.toppings = []  
    def __add__(self, topping):  
        self.toppings.append(topping)
```

Here, we add the magic method for addition to our class, and state that the `+` operator should append the topping that follows it to our list of toppings, then return that updated list.

Magic Methods - Subtracting

```
class Sandwich(object):
    def __init__(self, owner, bread='white'):
        self.owner = owner
        self.bread = bread
        self.toppings = []
    def __add__(self, topping):
        self.toppings.append(topping)
    def __sub__(self, topping):
        if topping in self.toppings:
            self.toppings.remove(topping)
        else:
            print("Topping not present, and can't be removed.")
```

Subtracting is trickier, but we need to declare that the `-` operator should check for a topping in our list, and remove it if present.

Magic Methods - (In)Equality

```
class Sandwich(object):
    def __init__(self, owner, bread='white'):
        self.owner = owner
        self.bread = bread
        self.toppings = []
    ... # This is where the add and sub methods are
    def __eq__(self, other):
        if (self.bread==other.bread) and
            (sorted(self.toppings) == sorted(other.toppings)):
            return True
        else:
            return False
    def __ne__(self, other):
        return not (self == other)
```

Note that we have to define both `=` and `!=`

Magic Methods - Representations

```
class Sandwich(object):
    def __init__(self, owner, bread='white'):
        self.owner = owner
        self.bread = bread
        self.toppings = []
    ... # Other magic methods here
    def __repr__(self):
        alltops = "Toppings:\t"
        for i in self.toppings:
            alltops += " %s" % i
        return "Owner:\t\t " + str(self.owner) + "\n" +
            alltops + "\nBread:\t\t " + self.bread
```

Now we can print our sandwich!

Methods - Try It!

We can also create methods that are based on the unique functionality of our class of objects. Since we are [pretending to be] working at a store, we might care about pricing a sandwich.

- Let's call the method `get_price`, and have it take two arguments (`self` and a `discount`) with `discount` having a default value of `0`, and store `price` as an attribute of our sandwich object
- Each topping costs \$1
- Specialty bread (not "white" bread) is \$2, white bread is provided at no cost

Methods

Possible Answer:

```
class Sandwich(object):
    def __init__(self, owner, bread='white'):
        self.owner = owner
        self.bread = bread
        self.toppings = []
        ... # Magic methods go here
    def get_price(self, discount=0.0):
        self.price = 0
        for i in self.toppings:
            self.price += 1
        if self.bread != 'white':
            self.price += 2
        if discount > 0:
            self.price *= (1-discount)
        return self.price
```

Documentation

When we create a class, a function, or a method, we should be sure to **document** that object!

- We can then remember how to use it after long breaks
- Other people can make use of our code without having to decipher each line

We can document by modifying the *docstring* of an object.

Documenting

```
class Sandwich(object):  
    """A class defining a sandwich. Toppings can be added  
    and removed, and the owner and bread type can be  
    declared upon initiation.  
  
    Attributes:  
        owner (str): the person purchasing the sandwich  
        bread (str): the type of bread to be used  
        toppings (list): a list of the toppings (str) that  
            are to be put on the sandwich  
        price (float): the price of the sandwich  
    """  
    def get_price(self):  
        ... # Class continues below
```

Documenting

```
class Sandwich(object):
    ... # Docstring for Sandwich class
    def get_price(self, discount=0.0):
        """A function to calculate the price of the sandwich.
        Each topping costs $1, and bread that is not 'white'
        costs $2. Discounts should be applied as the amount
        to be deducted.

        Inputs:
            discount (float): amount to be discounted from
                total price

        Returns:
            A Sandwich object with a price attribute
        """
        ...
    return self.price
```

Lab Time!