

Python OOP

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Object-Oriented Programming in Python

- **What is OOP?**
 - A programming paradigm based on "objects"
 - Combines **data** and **methods** into single entities
 - Focuses on **modularity** and **reusability**
- **Key Features:**
 - Encapsulation
 - Inheritance
 - Polymorphism
 - Abstraction

Classes

Classes are software programming models - abstractions of the real world or system entities.

Classes define methods that operate on their object instances

**Object
instances**

Class



Classes vs Objects (2)

House Class

- Data
 - House color (`String`)
 - Number of windows (`Number`)
 - Is for sale (`Boolean`)
- Behavior
 - `updateColor()`
 - `putOnSale()`

Object Instances



Key Concepts in Python OOP

1. Classes and Objects

- **Class:** A blueprint for creating objects.
- **Object:** An instance of a class.

```
class Dog:
    def __init__(self, name, breed):
        self.name = name
        self.breed = breed

my_dog = Dog("Alfski", "Norwegian Elkhound") # Object creation
```

- **self** : Refers to the instance of the class.

2. Encapsulation

- **Definition:** Bundling data and methods into a single unit (class) and restricting direct access to some components.
- Example:

```
class BankAccount:  
    def __init__(self, balance):  
        self.__balance = balance    # Private attribute  
  
    def deposit(self, amount):  
        self.__balance += amount  
  
    def get_balance(self):  
        return self.__balance
```

- Use **getter and setter methods** to access private attributes.

3. Inheritance

- **Definition:** A mechanism to derive a class from another class.
- Python supports single and multiple inheritance.
- Example:

```
class Animal:
    def __init__(self, name):
        self.name = name

    def eat(self):
        print("I can eat!")

    def sleep(self):
        print("I can sleep")

class Dog(Animal):
    def __init__(self, name, breed):
        # Call the parent class's __init__
        super().__init__(name)
        self.breed = breed

    def bark(self):
        print("Woof!")

dog = Dog("Alfski", "Norwegian Elkhound")
print(dog.name)    # Alfski
print(dog.breed)   # Norwegian Elkhound
```

4. Polymorphism

- **Definition:** The ability of objects to take many forms.
- Example:

```
class Bird:
    def fly(self):
        print("Bird flies")

class Penguin(Bird):
    def fly(self):
        print("Penguins cannot fly")

def test_fly(bird):
    bird.fly()

test_fly(Bird())      # Bird flies
test_fly(Penguin())  # Penguins cannot fly
```


5. Abstraction

- **Definition:** Hiding implementation details while showing essential features.
- Achieved using abstract base classes.

```
from abc import ABC, abstractmethod

class Shape(ABC):
    @abstractmethod
    def area(self):
        pass ## keyword for placeholder

class Circle(Shape):
    def __init__(self, radius):
        self.radius = radius

    def area(self):
        return 3.14 * self.radius ** 2

circle = Circle(5)
print(circle.area()) # 78.5
```

Special Methods in Python

- **Magic/Dunder Methods:** Special methods with double underscores.
- Examples:
 - `__init__`: Initialize an object.
 - `__str__`: String representation of an object.
 - `__add__`: Define addition behavior for objects.

```
class Vector:
    def __init__(self, x, y):
        self.x = x
        self.y = y

    def __add__(self, other):
        return Vector(self.x + other.x, self.y + other.y)

    def __str__(self):
        return f"Vector({self.x}, {self.y})"

v1 = Vector(2, 3)
v2 = Vector(5, 6)
print(v1 + v2)  # Vector(7, 9)
```

Why Use OOP?

- **Benefits:**
 - Code reusability through inheritance.
 - Modularity for easier debugging and maintenance.
 - Encapsulation enhances data security.
 - Polymorphism makes systems more flexible.
- **Real-World Use Cases:**
 - GUI applications
 - Games
 - Web frameworks

Summary

- OOP provides a structured and modular way of programming.
- Key concepts:
 - Classes and Objects
 - Encapsulation
 - Inheritance
 - Polymorphism
 - Abstraction
 - `super()` for parent class method calls
- Use OOP for scalable and maintainable code.