

# OBJECT ORIENTED PROGRAMMING

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6.0001 LECTURE 8

# OBJECTS

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- Python supports many different kinds of data

1234            3.14159            "Hello"            [1, 5, 7, 11, 13]

{ "CA": "California", "MA": "Massachusetts" }

- each is an **object**, and every object has:
  - a **type**
  - an internal **data representation** (primitive or composite)
  - a set of procedures for **interaction** with the object
- an object is an **instance** of a type
  - 1234 is an instance of an `int`
  - "hello" is an instance of a `string`

# OBJECT ORIENTED PROGRAMMING (OOP)

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- **EVERYTHING IN PYTHON IS AN OBJECT** (and has a type)
- can **create new objects** of some type
- can **manipulate objects**
- can **destroy objects**
  - explicitly using `del` or just “forget” about them
  - python system will reclaim destroyed or inaccessible objects – called “garbage collection”

# WHAT ARE OBJECTS?

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- objects are **a data abstraction** that captures...

(1) an **internal representation**

- through data attributes

(2) an **interface** for interacting with object

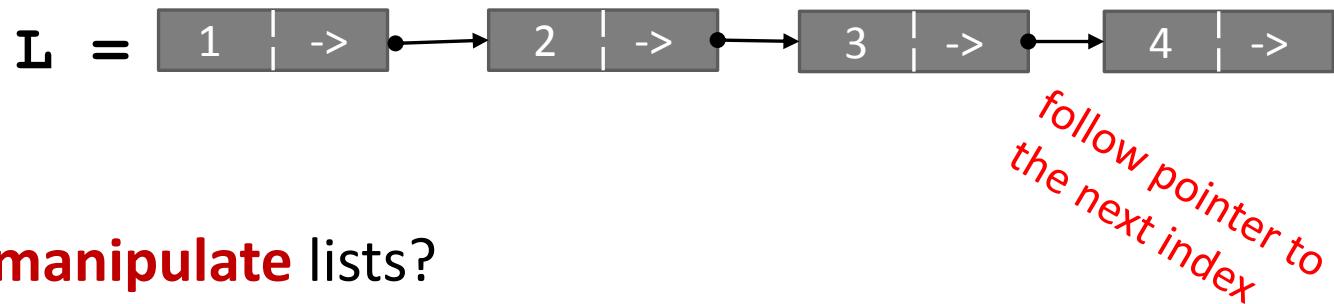
- through methods  
(aka procedures/functions)
- defines behaviors but hides implementation

# EXAMPLE:

[1,2,3,4] has type list

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- how are lists **represented internally**? linked list of cells



- how to **manipulate** lists?

- L[i], L[i:j], +
- len(), min(), max(), del(L[i])
- L.append(), L.extend(), L.count(), L.index(),  
L.insert(), L.pop(), L.remove(), L.reverse(), L.sort()

- internal representation should be private

- correct behavior may be compromised if you manipulate internal representation directly

# ADVANTAGES OF OOP

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- **bundle data into packages** together with procedures that work on them through well-defined interfaces
- **divide-and-conquer** development
  - implement and test behavior of each class separately
  - increased modularity reduces complexity
- classes make it easy to **reuse** code
  - many Python modules define new classes
  - each class has a separate environment (no collision on function names)
  - inheritance allows subclasses to redefine or extend a selected subset of a superclass' behavior

# CREATING AND USING YOUR OWN TYPES WITH CLASSES

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- make a distinction between **creating a class** and **using an instance** of the class
- **creating** the class involves
  - defining the class name
  - defining class attributes
  - *for example, someone wrote code to implement a list class*
- **using** the class involves
  - creating new **instances** of objects
  - doing operations on the instances
  - *for example, `L=[1, 2]` and `len(L)`*

# DEFINE YOUR OWN TYPES

- use the **class** keyword to define a **new type**

class definition

```
class Coordinate(object):  
    #define attributes here
```

name/type  
class parent

Such like.  
def function  
→ def name( )  
Goto.

- similar to **def**, indent code to indicate which statements are part of the **class definition**
- the word **object** means that **Coordinate** is a Python object and **inherits** all its attributes (inheritance next lecture)
  - Coordinate** is a subclass of **object**
  - object** is a superclass of **Coordinate**

# WHAT ARE ATTRIBUTES?

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- data and procedures that “**belong**” to the class
- **data attributes**
  - think of data as other objects that make up the class
  - *for example, a coordinate is made up of two numbers*
- **methods** (procedural attributes)
  - think of methods as functions that only work with this class
  - how to interact with the object
  - *for example you can define a distance between two coordinate objects but there is no meaning to a distance between two list objects*

# DEFINING HOW TO CREATE AN INSTANCE OF A CLASS

- first have to define **how to create an instance** of object
- use a **special method called `__init__`** to initialize some data attributes

```
class Coordinate(object):
```

```
    def __init__(self, x, y):
```

special method to  
create an instance  
`__` is double  
underscore

```
        self.x = x
```

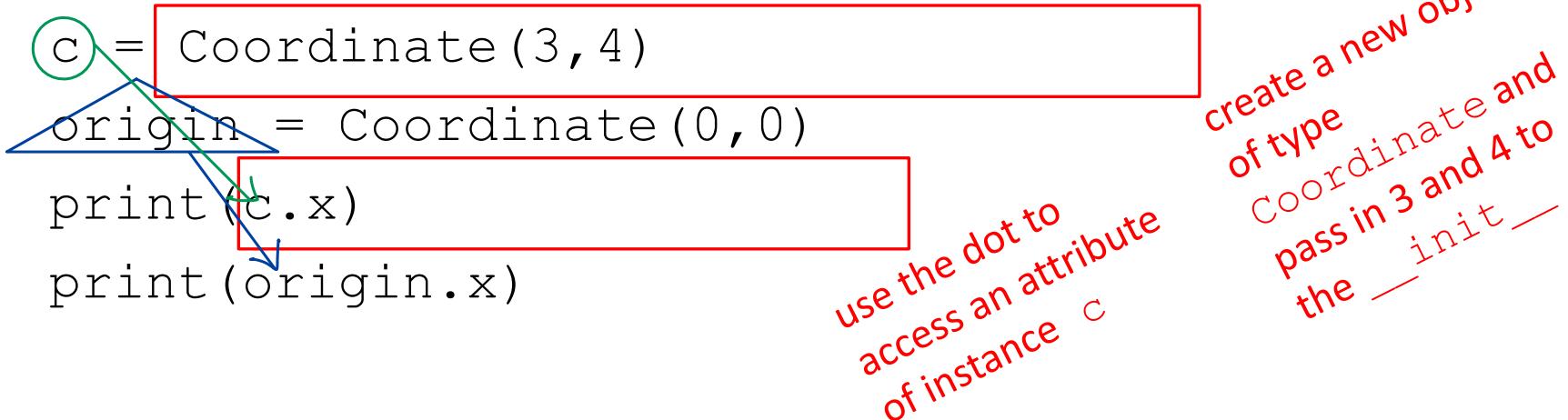
```
        self.y = y
```

two data attributes for  
every Coordinate object

what data initializes a  
Coordinate object

parameter to  
refer to an  
instance of the  
class

# ACTUALLY CREATING AN INSTANCE OF A CLASS



- data attributes of an instance are called **instance variables**
- don't provide argument for `self`, Python does this automatically

# WHAT IS A METHOD?

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- procedural attribute, like a **function that works only with this class**
- Python always passes the object as the first argument
  - convention is to use **self** as the name of the first argument of all methods
- the “.” **operator** is used to access any attribute
  - a data attribute of an object
  - a method of an object

# DEFINE A METHOD FOR THE Coordinate CLASS

```
class Coordinate(object):  
    def __init__(self, x, y):  
        self.x = x  
        self.y = y  
    def distance(self, other):  
        x_diff_sq = (self.x - other.x) ** 2  
        y_diff_sq = (self.y - other.y) ** 2  
        return (x_diff_sq + y_diff_sq) ** 0.5
```

use it to refer to any instance  
another parameter to method  
dot notation to access data

- other than `self` and dot notation, methods behave just like functions (take params, do operations, return)

# HOW TO USE A METHOD

```
def distance(self, other):  
    # code here
```

method def

Using the class:

- conventional way

```
c = Coordinate(3, 4)  
zero = Coordinate(0, 0)  
print(c.distance(zero))
```

object to call  
method on      name of  
                  method      parameters not  
                                  including self  
                                  (self is  
                                  implied to be c)

- equivalent to

```
c = Coordinate(3, 4)  
zero = Coordinate(0, 0)  
print(Coordinate.distance(c, zero))
```

name of  
class      name of  
                          method      parameters, including an  
    object to call the method  
    on, representing self

# PRINT REPRESENTATION OF AN OBJECT

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```
>>> c = Coordinate(3, 4)
>>> print(c)
<__main__.Coordinate object at 0x7fa918510488>
```

- **uninformative** print representation by default
- define a **\_\_str\_\_ method** for a class
- Python calls the **\_\_str\_\_** method when used with `print` on your class object
- you choose what it does! Say that when we print a `Coordinate` object, want to show

```
>>> print(c)
<3, 4>
```

# DEFINING YOUR OWN PRINT METHOD

```
class Coordinate(object):  
    def __init__(self, x, y):  
        self.x = x  
        self.y = y  
    def distance(self, other):  
        x_diff_sq = (self.x-other.x)**2  
        y_diff_sq = (self.y-other.y)**2  
        return (x_diff_sq + y_diff_sq)**0.5  
    def __str__(self):  
        return "<" + str(self.x) + ", " + str(self.y) + ">"
```

name of  
special  
method

must return  
a string

# WRAPPING YOUR HEAD AROUND TYPES AND CLASSES

- can ask for the type of an object instance

```
>>> c = Coordinate(3, 4)
>>> print(c)
<3, 4>
>>> print(type(c))
<class '__main__.Coordinate'>
```

return of the `str` method  
the type of object c is a class Coordinate

- this makes sense since

```
>>> print(Coordinate)
<class '__main__.Coordinate'>
>>> print(type(Coordinate))
<type 'type'>
```

a Coordinate is a class  
a Coordinate class is a type of object

- use `isinstance()` to check if an object is a Coordinate

```
>>> print(isinstance(c, Coordinate))
True
```

# SPECIAL OPERATORS

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- +, -, ==, <, >, len(), print, and many others

<https://docs.python.org/3/reference/datamodel.html#basic-customization>

- like print, can override these to work with your class
- define them with double underscores before/after

<code>__add__(self, other)</code>	→	<code>self + other</code>
<code>__sub__(self, other)</code>	→	<code>self - other</code>
<code>__eq__(self, other)</code>	→	<code>self == other</code>
<code>__lt__(self, other)</code>	→	<code>self &lt; other</code>
<code>__len__(self)</code>	→	<code>len(self)</code>
<code>__str__(self)</code>	→	<code>print self</code>
... and others		

# EXAMPLE: FRACTIONS

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- create a **new type** to represent a number as a fraction
- **internal representation** is two integers
  - numerator
  - denominator
- **interface** a.k.a. **methods** a.k.a **how to interact** with Fraction objects
  - add, subtract
  - print representation, convert to a float
  - invert the fraction
- the code for this is in the handout, check it out!

# THE POWER OF OOP

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- **bundle together objects** that share
  - common attributes and
  - procedures that operate on those attributes
- use **abstraction** to make a distinction between how to implement an object vs how to use the object
- build **layers** of object abstractions that inherit behaviors from other classes of objects
- create our **own classes of objects** on top of Python's basic classes

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6.0001 Introduction to Computer Science and Programming in Python

Fall 2016

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