Discussion 05

Mutability, Object Oriented Programming

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Slides available at `teaching.aditbala.com`

Announcements 📣

- Homework 2 due TODAY (7/7)
- CATS released!!!
  - Can have a partner
  - more time for this project
- Midterm a week from today
  - all content through today's lecture (inheritance) will be in scope
  - Logistics will come on Piazza
  - Start studying!

Mutability

List Mutation Functions

- append(elem)
  - box `elem` in list and add to end of lst (can lead to nested lists)
- extend(elem)
  - unbox `elem` and add to end (have to use an iterable)
- insert(index, elem)
  - insert `elem` at `index` (don't replace existing elem)
- remove(elem)
  - remove first appearance of `elem` in list (error if not found)
- pop(index)
  - removes and `return` elem at `index` (default arg is end of list)

Mutating Lists

- List Mutation Functions modify **existing** list
- Slicing creates a **new** list
- `a = a + b` creates a **new** list
- `a += b` mutates **existing** list (basically `extend`)
- Indexing into list and changing values modifies **existing** list
  - `a = [1, 2, 3]`
  - `a[0] = 7`

Indentity vs Equality

- `is`
  - Check if two objects are the same (point to same reference in memory)
- `==`
  - Check to see if content is the same
- Demo

```
>>> a = [7,6,4]
>>> b = [7,6,4]
>>> a is b
False
>>> a == b
True
```

Shallow Copy and Deep Copy

- Shallow Copy
  - What Python does most of the time
  - Copy top level of list
  - Point to same objects with nested list
- Deep Copy
  - Make completely new copy of list
  - Difficult to do this
- Whenever we copy a sequence, we are using a shallow copy

Object Oriented Programming (OOP) 

Object Oriented Programming (OOP)

- What is OOP?
  - Use of classes to define our own data types
    - More abstraction
  - Reuse code with inheritance
    - MORE ABSTRACTION
- Those with prior experience in Java are familiar
- You have already used OOP!
  - `list.append`
  - `append` is a method belonging to the `list` class

Some Terminology

- Class
  - Template for creation of object
- Object
  - An instance of a class
- Variables
  - Instance Variables
    - property specific to an object
  - Class Variables
    - property shared between all instances of a class
- Method
  - Function that is bound to a class

Functions vs Methods

- Methods need to take in `self` as an object
- `self` arguement tells which object to call method on
- Two methods of writing method calls
  - `Class.method(self, args)`
  - `object.method(args)`
    - self is automatically set as object
- Demo

Thank you!

Attendance Form -> https://tinyurl.com/adit-disc05

Anon Feedback -> https://tinyurl.com/adit-anon