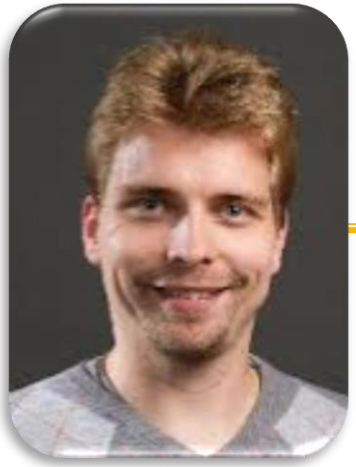

UC Berkeley EECS
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Computational Structures in Data Science

Lecture #9: Object-Oriented Programming

March 16th, 2018

http://inst.eecs.berkeley.edu/~cs88

Administrivia: We hear you!

- **Thank you for filling out midterm survey!**
- **Thank you TAs for doing data-science on them!**

- **Immediate results:**
  - **More Guerilla Sections: See Piazza**
  - **Talks with Data Science Curriculum Coordinator and Dean about upping the units for this class.**

- **Also:**
  - **Additional optional lectures online (deep dive into fundamentals): https://www.youtube.com/playlist?list=PL17CtGMLr0Xz3vNK31TG7mJIzmF78vsFO**
  - **Class becomes a lot more practical from here on (no change of plans)**

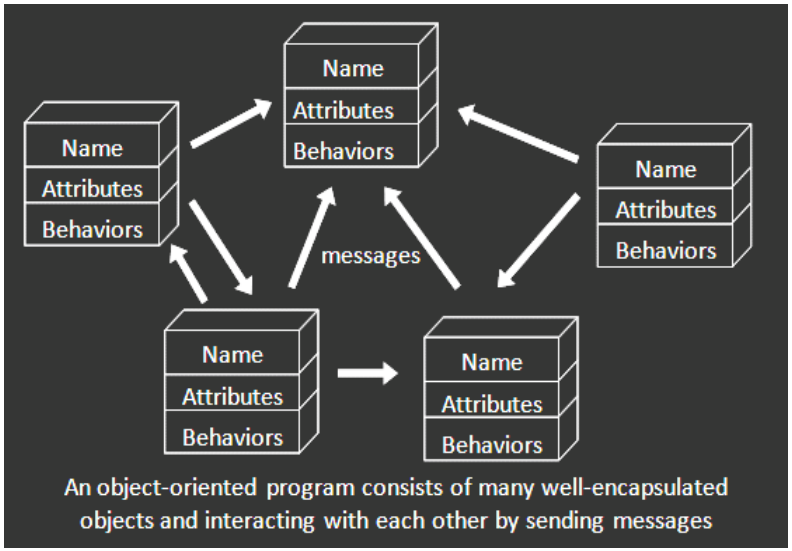
Computational Concepts Toolbox

- Data type: values, literals, operations,
- Expressions, Call expression
- Variables
- Assignment Statement
- Sequences: tuple, list
- Dictionaries
- Data structures
- Tuple assignment
- Function Definition Statement
- Conditional Statement
- Iteration: list comp, for, while
- Lambda function expr.

- Higher Order Functions
  - Functions as Values
  - Functions with functions as argument
  - Assignment of function values
- Higher order function patterns
  - Map, Filter, Reduce
- Function factories – create and return functions
- Recursion
  - Linear, Tail, Tree
- Abstract Data Types
- Generators
- Mutation
- **Object Orientation**

Object-Oriented Programming (OOP)

- **Objects as data structures**
  - With methods you ask of them
    - » These are the behaviors
  - With local state, to remember
    - » These are the attributes
- **Classes & Instances**
  - Instance an example of class
  - E.g., Fluffy is instance of Dog
- **Inheritance saves code**
  - Hierarchical classes
  - E.g., pianist special case of musician, a special case of performer
- **Examples (tho not pure)**
  - Java, C++

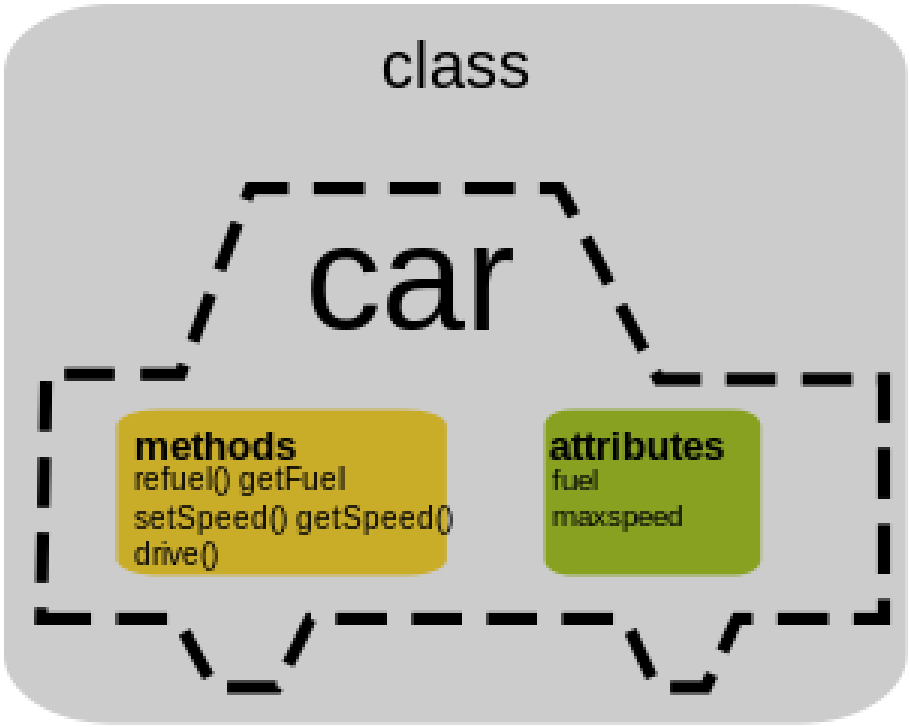


www3.ntu.edu.sg/home/ehchua/programming/java/images/OOP-Objects.gif

Classes

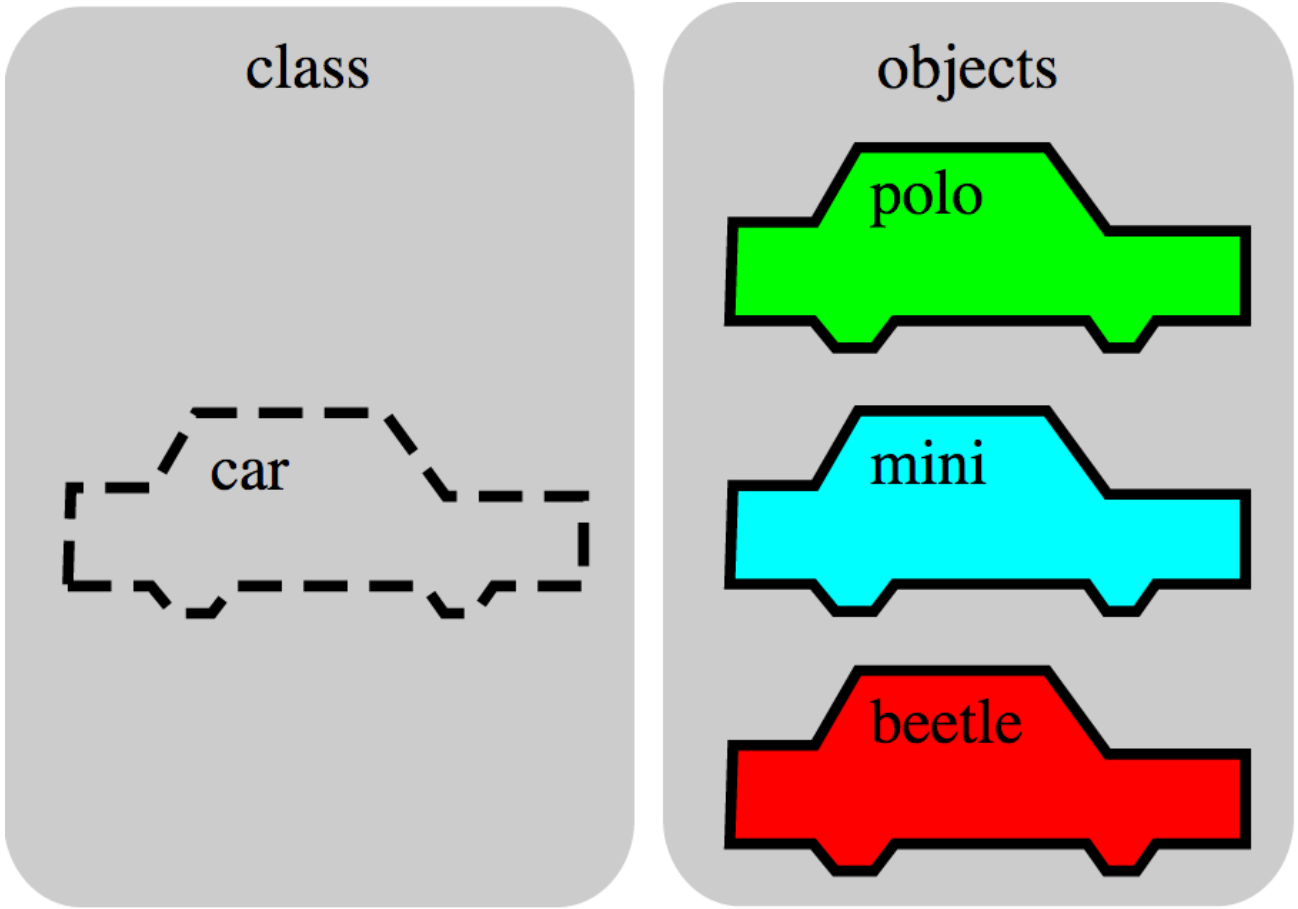
- **Consist of data and behavior, bundled together to create abstractions**
  - **Abstract Data Types**
- **A class has**
  - **attributes (variables)**
  - **methods (functions)**

that define its behavior.



Objects

- **An object is the instance of a class.**

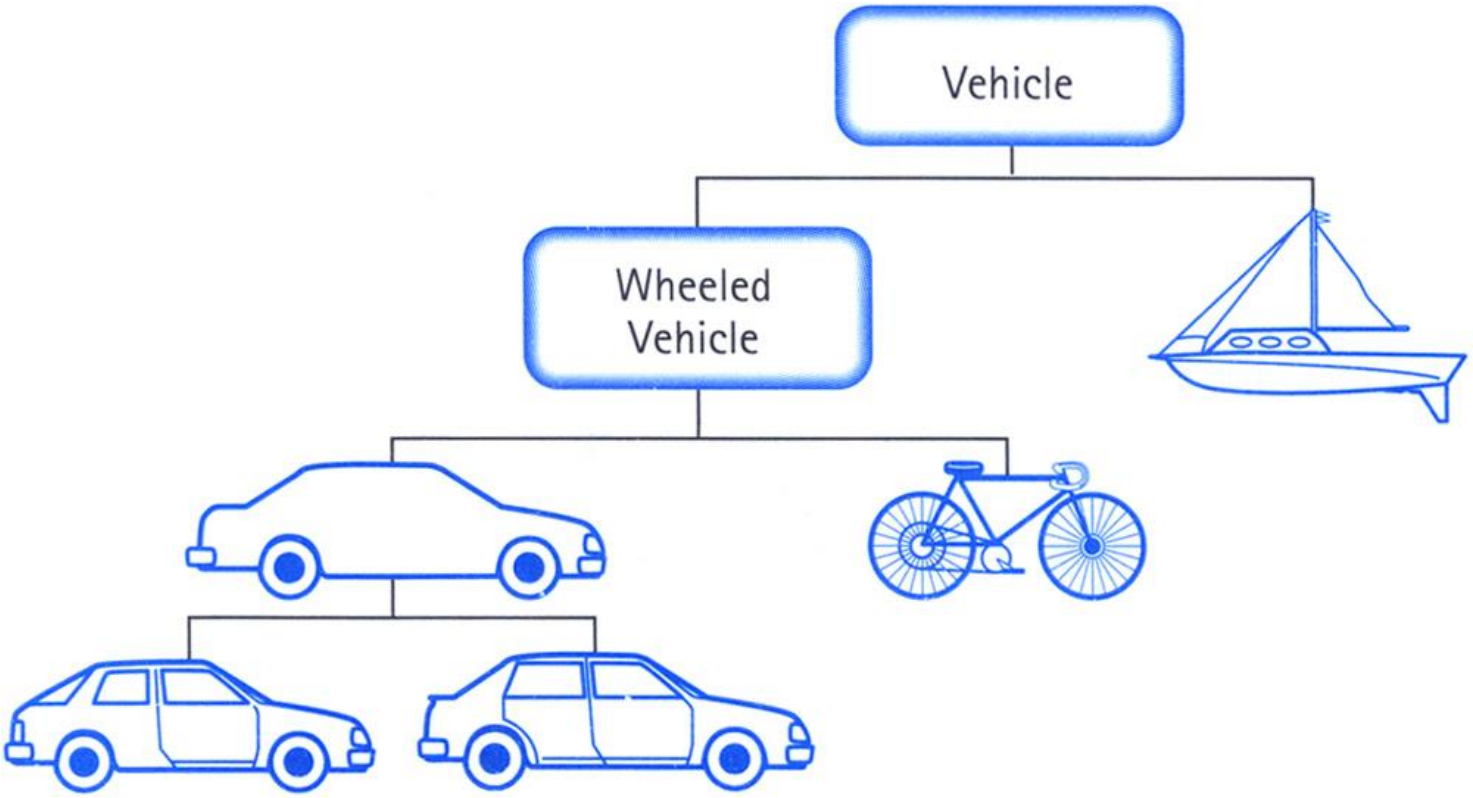


Objects

- **Objects are concrete instances of classes in memory.**
- **They can have state**
  - **mutable vs immutable**
- **Functions do one thing (well)**
  - **Objects do a collection of related things**
- **In Python, everything is an object**
  - **All objects have attributes**
  - **Manipulation happens through methods**

Class Inheritance

- **Classes can inherit methods and attributes from parent classes but extend into their own class.**



Inheritance

- Define a class as a specialization of an existing class
- Inherent its attributes, methods (behaviors)
- Add additional ones
- Redefine (specialize) existing ones
  - Ones in superclass still accessible in its namespace

Review: Bank account using dictionary

```
account_number_seed = 1000

def account(name, initial_deposit):
    global account_number_seed
    account_number_seed += 1
    return {'Name' : name, 'Number': account_number_seed,
            'Balance' : initial_deposit}

def account_name(acct):
    return acct['Name']

def account_balance(acct):
    return acct['Balance']

def account_number(acct):
    return acct['Number']

def deposit(acct, amount):
    acct['Balance'] += amount
    return acct['Balance']

def withdraw(acct, amount):
    acct['Balance'] -= amount
    return acct['Balance']
```

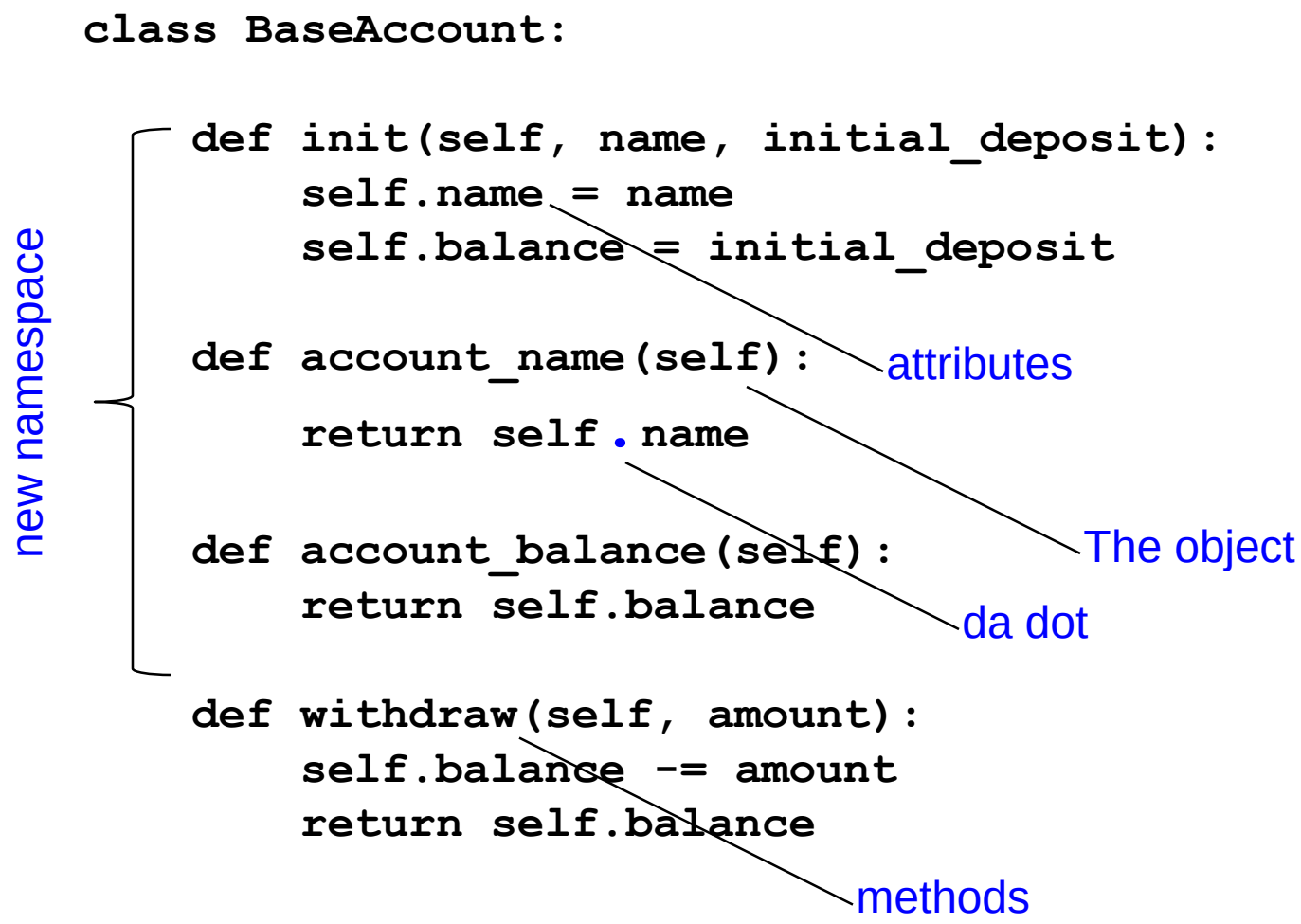
```
>>> my_acct = account('David Culler', 100)
>>> my_acct
{'Name': 'John Doe', 'Balance': 100,
'Number': 1001}
>>> account_number(my_acct)
1001
>>> your_acct = account("Fred Jones", 475)
>>> account_number(your_acct)
1002
>>>
```

Python class statement

```
class ClassName:
    <statement-1>
    .
    .
    .
    <statement-N>
```

```
class ClassName ( inherits ):
    <statement-1>
    .
    .
    .
    <statement-N>
```

Example: Account



Creating an object, invoking a method

The Class Constructor

```
my_acct = BaseAccount()
my_acct.init(”John Doe", 93)
my_acct.withdraw(42)
```

da dot

Special Initialization Method

```
class BaseAccount:

    def __init__(self, name, initial_deposit):
        self.name = name
        self.balance = initial_deposit

    def account_name(self):
        return self.name

    def account_balance(self):
        return self.balance

    def withdraw(self, amount):
        self.balance -= amount
        return self.balance
```

return None

More on Attributes

- **Attributes of an object accessible with 'dot' notation**

```
obj.attr
```

- **Most OO languages provide *private* instance fields for access only inside object**
  - **Python leaves it to convention**

- **Class variables vs Instance variables:**
  - **Class variable set for all instances at once**
  - **Instance variables per instance value**

Example

```
class BaseAccount:

    def __init__(self, name, initial_deposit):
        self.name = name
        self.balance = initial_deposit

    def name(self):
        return self.name

    def balance(self):
        return self.balance

    def withdraw(self, amount):
        self.balance -= amount
        return self.balance
```

Example: “private” attributes

```
class BaseAccount:

    def __init__(self, name, initial_deposit):
        self._name = name
        self._balance = initial_deposit

    def name(self):
        return self._name

    def balance(self):
        return self._balance

    def withdraw(self, amount):
        self._balance -= amount
        return self._balance
```

Example: class attribute

```
class BaseAccount:
    account_number_seed = 1000

    def __init__(self, name, initial_deposit):
        self._name = name
        self._balance = initial_deposit
        self._acct_no = BaseAccount.account_number_seed
        BaseAccount.account_number_seed += 1
    def name(self):
        return self._name

    def balance(self):
        return self._balance

    def withdraw(self, amount):
        self._balance -= amount
        return self._balance
```

More class attributes

```
class BaseAccount:
    account_number_seed = 1000
    accounts = []
    def __init__(self, name, initial_deposit):
        self._name = name
        self._balance = initial_deposit
        self._acct_no = BaseAccount.account_number_seed
        BaseAccount.account_number_seed += 1
        BaseAccount.accounts.append(self)

    def name(self):
        ...

    def show_accounts():
        for account in BaseAccount.accounts:
            print(account.name(),
                  account.account_no(),account.balance())
```

Example

```
class Account(BaseAccount):
    def deposit(self, amount):
        self._balance += amount
        return self._balance
```

More special methods

```
class Account(BaseAccount):
    def deposit(self, amount):
        self._balance += amount
        return self._balance

    def __repr__(self):
        return '< ' + str(self._acct_no) +
               '[' + str(self._name) + '] >'

    def __str__(self):
        return 'Account: ' + str(self._acct_no) +
               '[' + str(self._name) + ']'

    def show_accounts():
        for account in BaseAccount.accounts:
            print(account)
```

Goal: unambiguous

Goal: readable

Classes using classes

```
class Bank:
    accounts = []

    def add_account(self, name, account_type,
                    initial_deposit):
        assert (account_type == 'savings') or
               (account_type == 'checking'), "Bad Account type"
        assert initial_deposit > 0, "Bad deposit"
        new_account = Account(name, account_type,
                              initial_deposit)
        Bank.accounts.append(new_account)

    def show_accounts(self):
        for account in Bank.accounts:
            print(account)
```

Key concepts to take forward

- **Class definition**
- **Class namespace**
- **Methods**
- **Instance attributes (fields)**
- **Class attributes**
- **Inheritance**
- **Superclass reference**

Nevertheless, I consider OOP as an aspect of programming in the large; that is, as an aspect that logically follows programming in the small and requires sound knowledge of procedural programming.

Niklaus Wirth