

NUS AI SUMMER EXPERIENCE

2019

# Object Oriented Programming in Python

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# Introduction

- This lecture discusses Object Oriented Programming
  - Better program design
  - Better modularization

# What is an Object?

- A software item that contains variables and methods
- Object Oriented Design focuses on
  - Encapsulation:
    - dividing the code into a public interface, and a private implementation of that interface
  - Polymorphism:
    - the ability to overload standard operators so that they have appropriate behavior based on their context
  - Inheritance:
    - the ability to create subclasses that contain specializations of their parents

parents
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## **Definition**

- Class a template Dog
- Method or Message A defined capability of a class - bark()
- Field or attribute- A bit of data in a class length
- Object or Instance A particular instance of a class - Lassie

# **Namespaces**

- At the simplest level, classes are simply namespaces
- It can sometimes be useful to put groups of functions in their own namespace to differentiate these functions from other similarly named ones.

```
import math
class myclass:
    def exp(x):
    return 0
math.exp(1)
```

2.718281828459045

```
myclass.exp(1)
```

0

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### **Python Classes**

- Python contains classes that define objects
  - · Objects are instances of classes

```
class atom:

def __init__ (self,atno,x,y,z):
    self.atno = atno
    self.position = (x,y,z)

init__ is the default constructor

self refers to the object itself, like this in Java.
```

#### **Example**

- Person class
  - Overloaded the default constructor
  - Defined class variables (name, age) that are persistent and local to the person object
- Encapsulation
  - instead of passing long lists of arguments, encapsulate some of this data into an object, and pass the object.

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

p1 = Person("John", 36)

print(p1.name)
print(p1.age)
```

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#### **Class Method**

- Objects can also contain methods.
- self must be the first parameter to any object method
- The self parameter is a reference to the current instance of the class, and is used to access variables that belong to the class.
- must access the object's fields through the self reference

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

    def myfunc(self):
        print("Hello my name is " + self.name)

p1 = Person("John", 36)
p1.myfunc()
```

Hello my name is John

# **Object Properties**

- You can modify properties on objects
- You can delete properties on objects
- You can delete objects

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#### **Inheritance**

- Inheritance allows us to define a class that inherits all the methods and properties from another class.
- Parent class is the class being inherited from, also called base class.
- Child class is the class that inherits from another class, also called derived class.

```
class Person:
    def __init__(self, fname, lname):
        self.firstname = fname
        self.lastname = lname
    def welcome(self):
        print("Welcome", self.firstname, self.lastname)
#Use the Person class to create an object, and then execute the printname method:
x = Person("John", "Doe")
x.welcome()
class Student(Person):
    def __init__(self, fname, lname, year):
        Person.__init__(self, fname, lname)
        self.graduationyear = year
    def welcome(self):
        print("Welcome", self.firstname, self.lastname, "to the class of", self.graduationyear)
x = Student("Mike", "Olsen", 2019)
x.welcome()
```

# Overriding of method

def \_\_init\_\_(self, fname, lname):

```
self.firstname = fname
self.lastname = lname

def welcome(self):
    print("Welcome", self.firstname, self.lastname)

class Student(Person):
    def __init__(self, fname, lname, year):
        Person.__init__(self, fname, lname)
        self.graduationyear = year

def welcome(self):
    print("Welcome", self.firstname, self.lastname, "to the class of", self.graduationyear)
```

class Person:



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