LECTURE 16: CLASS AND FUNCTIONS

Hung-Yu Wei

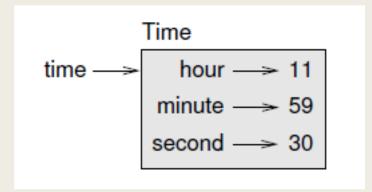
Time Class

- Class
 - Time
- Attributes
 - Hour
 - Minute
 - Second

```
class Time:
"""Represents the time of day.

attributes: hour, minute, second
```

```
time = Time()
time.hour = 11
time.minute = 59
time.second = 30
```



Time Class

```
Function
```

- Print_time
 - %.2d
 - Integer with 2 digits

def print time(t):

t: Time object

- Is_after
 - True of t1 is after t2

```
def is_after(t1, t2):
    """Returns True if t1 is after t2; false otherwise."""
    return (t1.hour, t1.minute, t1.second) > (t2.hour, t2.minute, t2.second)
```

"""Prints a string representation of the time.

print('%.2d:%.2d:%.2d' % (t.hour, t.minute, t.second))

Design philosophy

- Prototype and patch
 - 且戰且走
- Designed development

■ Implement Time class with these 2 approaches

Pure functions

- Pure function
 - Do not modify objects that are passed to the function
- Modifiers
 - Modify objects that passed as parameters
- Suggestion
 - Use pure functions (instead of modifier) as often as possible
 - Functional programming

Pure function: add_time

```
def add_time(t1, t2):
    sum = Time()
    sum.hour = t1.hour + t2.hour
    sum.minute = t1.minute + t2.minute
    sum.second = t1.second + t2.second
    return sum
```

```
>>> start = Time()
>>> start.hour = 9
>>> start.minute = 45
>>> start.second = 0
>>> duration = Time()
>>> duration.hour = 1
>>> duration.minute = 35
>>> duration.second = 0
>>> done = add_time(start, duration)
>>> print_time(done)
10:80:00
```



add_time: revised version

```
def add_time(t1, t2):
    sum = Time()
    sum.hour = t1.hour + t2.hour
    sum.minute = t1.minute + t2.minute
    sum.second = t1.second + t2.second
    if sum.second \geq 60:
        sum.second -= 60
        sum.minute += 1
    if sum.minute >= 60:
        sum.minute -= 60
        sum.hour += 1
    return sum
```

Is there any problem?

Modifier: increment()

- Modifiers
 - Modify objects that passed as parameters

```
def increment(time, seconds):
    time.second += seconds
    if time.second >= 60:
        time.second -= 60
        time.minute += 1
    if time.minute >= 60:
        time.minute -= 60
        time.hour += 1
```

Conversion between time and integer

```
def time_to_int(time):
    minutes = time.hour * 60 + time.minute
    seconds = minutes * 60 + time.second
    return seconds
```

(hour, minute, second) → seconds

```
def int_to_time(seconds):
    time = Time()
    minutes, time.second = divmod(seconds, 60)
    time.hour, time.minute = divmod(minutes, 60)
    return time
```

Rewrite add_time()

```
def add_time(t1, t2):
    seconds = time_to_int(t1) + time_to_int(t2)
    return int_to_time(seconds)
```

add_time: revised version 2

- Change it to integer (seconds)
- Change it back when it's done

```
def add_times(t1, t2):
    seconds = time_to_int(t1) + time_to_int(t2)
    return int_to_time(seconds)
```

Debugging

```
def valid_time(time):
    if time.hour < 0 or time.minute < 0 or time.second < 0:
        return False
    if time.minute >= 60 or time.second >= 60:
        return False
    return True
```

- Checking for invariant
 - There are some conditions that should always be True (Check them)
- Assert statement
 - Raise an exception when it fails
 - Useful to check errors def add_time(t1, t2):
 - Syntax
 - Assert

```
ef add_time(t1, t2):
   if not valid_time(t1) or not valid_time(t2):
        raise ValueError('invalid Time object in add_time')
   seconds = time_to_int(t1) + time_to_int(t2)
   return int_to_time(seconds)
```

```
def add_time(t1, t2):
    assert valid_time(t1) and valid_time(t2)
    seconds = time_to_int(t1) + time_to_int(t2)
    return int_to_time(seconds)
```

Reading

- Chapter 16 in textbook "Think Python"
- Summary: Time class
 - Attributes (2 internal structures)
 - Hour, minute, second
 - Integer (counting in seconds)
 - Functions
 - print_time()
 - is_after ()
 - add_time ()
 - time_to_integer ()
 - integer_to_time ()
 - valid_time()