



# Welcome to this CoGrammar Lecture: Classes

The session will start shortly...

Questions? Drop them in the chat.  
We'll have dedicated moderators  
answering questions.



# Software Engineering Session Housekeeping

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- The use of disrespectful language is prohibited in the questions, this is a supportive, learning environment for all - please engage accordingly.  
**(Fundamental British Values: Mutual Respect and Tolerance)**
- No question is daft or silly - **ask them!**
- There are **Q&A sessions** midway and at the end of the session, should you wish to ask any follow-up questions. Moderators are going to be answering questions as the session progresses as well.
- If you have any questions outside of this lecture, or that are not answered during this lecture, please do submit these for upcoming Academic Sessions. You can submit these questions here: [Questions](#)

## Software Engineering Session Housekeeping cont.

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- For all **non-academic questions**, please submit a query:  
[www.hyperiondev.com/support](http://www.hyperiondev.com/support)
- Report a **safeguarding** incident:  
[www.hyperiondev.com/safeguardreporting](http://www.hyperiondev.com/safeguardreporting)
- We would love your **feedback** on lectures: [Feedback on Lectures](#)

# Skills Bootcamp

## 8-Week Progression Overview

### Fulfil 4 Criteria to Graduation

#### ✓ Criterion 1: Initial Requirements

Timeframe: First 2 Weeks

Guided Learning Hours (GLH):

Minimum of 15 hours

Task Completion: First four tasks

**Due Date: 24 March 2024**

#### ✓ Criterion 2: Mid-Course Progress

**60** Guided Learning Hours

Data Science - **13 tasks**

Software Engineering - **13 tasks**

Web Development - **13 tasks**

**Due Date: 28 April 2024**

**SKILLS  
FOR LIFE**

**SKILLS BOOTCAMPS**



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# CoGrammar Classes

April 2024

# Agenda

- ❖ Functions Recap
- ❖ OOP
  - What is OOP ?
  - Classes in Python
  - Objects in Python
- ❖ Four Pillars of OOP



# Functions Recap



# Functions Recap

## Functions

- We can use python built-in functions or we can define our own functions with their own behaviours.

## Parameters Variables

- We use parameter variables to receive input to use within the function.

## Function Scope

- Functions can use global variables but the main program can't access variables within the function.

## Return

- We can return data from a function using the 'return' keyword.



# Function Recap cont.

## Defining a Function

```
def add_numbers(num1, num2):  
    result = num1 + num2  
    return result
```

## Calling a Function

```
added_numbers = add_numbers(4, 6)
```

# OOP

Object Oriented Programming



OOP

# What is Object Oriented Programming ?

OOP is a way of organizing code around objects, which are self-contained modules that contain both data and instructions that operate on that data.

# Why use OOP ?

- ❖ OOP promotes **encapsulation** by bundling data and behaviour together within objects.
- ❖ OOP promotes **abstraction** by focusing on essential characteristics and behaviours of objects, hiding the underlying implementation details.
- ❖ OOP promotes **code organisation** into independent modules called classes. This separation of concerns allows developers to focus on specific tasks without worrying about the intricacies of other parts of the program.
- ❖ OOP reduces **code duplication** and simplifies development effort.

# Different Types of Methodologies

- ❖ **Procedural Programming:**  
The focus is on writing procedures or routines that perform operations on the data.
- ❖ **Functional Programming (FP):**  
Treats computation as the evaluation of mathematical functions and avoids changing-state and mutable data.
- ❖ **Event-Driven Programming:**  
Focuses on the flow of the program being determined by events such as user actions, sensor outputs, or message passing from other programs.
- ❖ **Logic Programming:**  
Based on formal logic, a program is a set of sentences in logical form, expressing facts and rules about some problem domain.
- ❖ **Modular Programming:**  
Emphasizes separating the functionality of a program into independent, interchangeable modules

# Classes & Objects

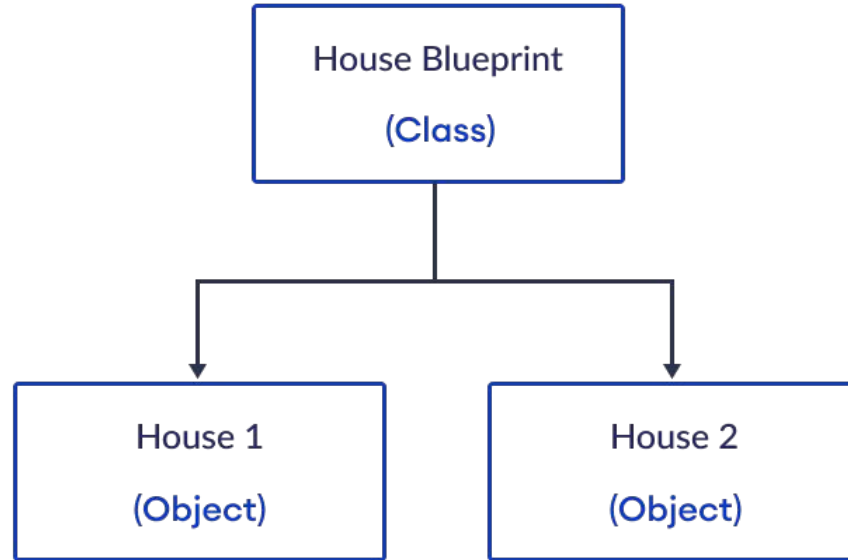




# What are classes ?

- ❖ A class in Python is like a **blueprint** for creating objects.
- ❖ It defines a set of **attributes** and methods that the created objects of the class can use.
- ❖ **Attributes** are the characteristics of an object, while **methods** are the operations that an object can perform.

# Example



# Class Properties

- ❖ Each class can have two main things: **attributes** and **methods**.
- ❖ **Attributes** are variables that belong to a class. They represent the properties or characteristics of the class that objects can have.
- ❖ **Methods** are functions that belong to a class. They define the behaviors or actions that an object of the class can perform.

# Attributes

- ❖ Attributes are **values** that define the characteristics associated with an object.
- ❖ They define the **state** of an object and provide information about its **current condition**.
- ❖ For a class named 'House', some relevant attributes could be:
  - **number\_of\_bedrooms**
  - **year\_built**

# Class Attributes

- ❖ `__init__` function is called when class is instantiated.

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

# Methods (Behaviours)

- ❖ Methods, define **the actions or behaviors** that objects can perform
- ❖ They encapsulate the functionality of objects and allow them to **interact with each other** and the outside world.
- ❖ For a class named 'House', some relevant method could be:
  - **set\_location()**: Allows updating the location of the house



# Methods (Behaviours)

```
class House:

    def __init__(self, location):
        self.location = location

    def change_location(self, new_location):
        self.location = new_location

house = House("London")
house.change_location("Manchester")
```

# What are Objects ?

- An object is a fundamental building block that **represents a real-world entity** or concept. It encapsulates both data and behaviour.
- Objects represent key characteristics or **attributes of real world entities**.
- Objects also encapsulate **the actions or behaviours** associated with real-world entities.

# Objects In Python

- ❖ In Python, **everything is an object**. Every entity, including data values and functions, are considered objects.
- ❖ They allow you to **hide** the **internal implementation** details of data and **only expose methods** for interacting with data.
- ❖ Without knowing it, you have actually been using objects in Python.
- ❖ For example: `string.split()` - this uses the `split()` method present in the string object.
- ❖ Imagine needing to call `split(string, delimiter)` - not as powerful of a notation!

# Attributes

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

# Class Instantiation

Class takes in three values: a name, age and grade.

```
luke = Student("Luke Skywalker", 23, "Male")
```

Let's take a  
break





# Pillars of OOP

## 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.

## Polymorphism

- Polymorphism allows us to access these overridden methods and attributes that share the same name as the base class.

# Pillars of OOP

## Encapsulation

- Encapsulation in Python is the concept of wrapping data (variables) and methods (functions) into a single unit (class) and restricting access to the direct modification of an object's attributes.

## Abstraction

- Abstraction is the concept of hiding the complex implementation details and showing only the essential features of the object. In a way, it is an extension of encapsulation, focusing on hiding the complexity and only exposing a high-level interface.

# Wrapping Up



# Summary

## Object Orientation in Programming

A way of organizing code around objects, which are self-contained modules that contain both data and instructions that operate on that data.

## Classes/Objects in Python

We can create classes then create instance objects of the class that contain the same attributes as the classes we have created.

# Questions and Answers





# Thank you for attending



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