

Objects

- Early programming languages did not provide ways to cluster data into coherent collections with well defined interfaces
- Meant that any piece of code to access any part of a data structure
- Lead to occurrence of hard to isolate bugs
- Much better if we can bundle data into packages together with procedures that work on them through well-defined interfaces

Objects

Python supports many different kinds of data:

```
1234      int          3.14159   float    "Hello"      str  
[1, 2, 3, 5, 7, 11, 13]      list  
{ "CA": "California", "MA": "Massachusetts" }  
                                     dict
```

Each of the above is an **object**.

Objects have:

- A type (a particular object is said to be an **instance** of a type)
- An internal data representation (primitive or composite)
- A set of procedures for interaction with the object

Example: [1,2,3,4]

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- Internal data representation
 - int length L , an object array of size $S \geq L$, or
 - A linked list of individual cells
`<data, pointer to next cell>`

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- Procedures for manipulating lists
 - `l[i]`, `l[i:j]`, `l[i,j,k]`, `+`, `*`
 - `len()`, `min()`, `max()`, `del l[i]`
 - `l.append(...)`, `l.extend(...)`, `l.count(...)`,
`l.index(...)`, `l.insert(...)`, `l.pop(...)`,
`l.remove(...)`, `l.reverse(...)`, `l.sort(...)`

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Object-oriented programming (OOP)

- Everything is an **object** and has a **type**
- Objects are a data abstraction that encapsulate
 - Internal representation
 - **Interface** for interacting with object
 - Defines behaviors, hides implementation
 - Attributes: data, methods (procedures)

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- One can
 - Create new instances of objects (explicitly or using literals)
 - Destroy objects
 - Explicitly using `del` or just “forget” about them
 - Python system will reclaim destroyed or inaccessible objects – called “garbage collection”

Some languages have support for “data hiding” which prevents access to private attributes. Python does not ... one is just expected to play by the rules!

Advantages of OOP

- Divide-and-conquer development
 - Implement and test behavior of each class separately
 - Increased modularity reduces complexity
- Classes make it easy to reuse code
 - Many Python modules define new classes
 - Each class has a separate environment (no collision on function names)
 - Inheritance allows subclasses to redefine or extend a selected subset of a superclass' behavior