Object-Oriented Programming

Two important concepts

- Objects
- Classes

Objects

Sometimes pieces of data are clearly related:

```
cat1_name = "Fluffy"
cat1_wt = 13.5
cat1_color = "Brown"

cat2_name = "Mr. Scruffy"
cat2_wt = 9
cat2_color = "Grey"
```

Objects

 Sometimes functions are designed to work on pieces of related data:

```
def print_cat_info(name, wt, color):
    print name, "is a ", color,
    print "cat, and weighs", weight, "lbs."
>>> print_cat_info("Fluffy", 10, "grey")
Fluffy is a grey cat, and weighs 10 lbs.
```

Objects

 Objects allow us to encapsulate – to store data and functions that are related in a single package

```
cat1 = Cat("Fluffy")
cat1.color = "brown"
cat1.weight = 14
cat1.print_cat_info()
```

Classes

- Classes are blueprints that are used to create objects. They define what data and what functions should be part of the object.
 - Variables, like cat1.name, are called members
 - Functions, like cat1.print_cat_info, are called methods

Classes

```
class Cat:
    def print_cat_info(self):
        print self.name, "is a cat" ...
>>> cat = Cat()
>>> cat.name = "Whiskers"
>>> cat.print_cat_info()
Whiskers is a cat ...
```

Classes - constructors

```
class Cat:
  def __init__(self, name, weight=10):
  self.name = name
  self.weight = weight
  def print cat_info(self):
  print self.name, "is a cat" ...
>>> scruffy = Cat("Scruffy")
>>> fluffy = Cat("Fluffy", weight=9)
>>> fluffy.print cat info()
```

Classes - documentation

```
class Cat:
  '''A class to model cats.'''
  def init (self, name, weight=10):
    '''Create a cat. By default, the cat will
weigh ten pounds.'''
    self.name = name
    self.weight = weight
  def print cat info(self):
    '''Print some basic info about the cat.'''
    print self.name, "is a cat" ...
```

The problem

- We're analyzing functional data time series
- We need to be able to turn a set of discrete observations into a smooth curve to analyze
- We might use different types of interpolation or curve fitting to achieve this goal; we want to be able to swap in a different type of interpolation easily
- Our data will be given as a list of data points: [(x1, y1), (x2, y2), ...]