
Unit 6: Abstract Methods and Interfaces

Required Reading

Philips, D. (2018) Python 3 Object-oriented Programming. 3rd ed. Packt Publishing.

Chapter 9.

Gamma, E., Helm, R., Johnson, R. & Vlissides, J. (1995) Design Patterns: Elements of Reusable Object-Oriented Software. Addison-Wesley.

Chapter 1.

Kumar, A. & Panda, S.P. (2019) A Survey: How Python Pitches in IT-World. International Conference on Machine Learning, Big Data, Cloud and Parallel Computing (COMITCon). 248-251.

Knox, S., Meier, P., Yoon, J. & Harou, J. (2018) A python framework for multi-agent simulation of networked resource systems. Environmental Modelling & Software 103: 16-28. DOI: 10.1016/j.envsoft.2018.01.019.

W3C Schools (n.d) Python Lists. W3C Schools.