

# OOP: An Example

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# USING INHERITANCE

---

- explore in some detail an example of building an application that organizes info about people
- start with a Person object
  - Person: name, birthday
    - get last name
    - sort by last name
    - get age

# BUILDING A CLASS

---

```
import datetime
```

```
class Person(object):  
    def __init__(self, name):  
        """create a person called name"""  
        self.name = name  
        self.birthday = None  
        self.lastName = name.split(' ')[-1]  
  
    def getLastName(self):  
        """return self's last name"""  
        return self.lastName  
  
    def __str__(self):  
        """return self's name"""  
        return self.name
```

*name is a string, so split into  
a list of strings based on  
spaces, then extract last  
element*

# BUILDING A CLASS (MORE)

```
import datetime
```

```
class Person(object):  
    def __init__(self, name):  
        """create a person called name"""  
        self.name = name  
        self.birthday = None  
        self.lastName = name.split(' ')[-1]  
  
    def setBirthday(self, month, day, year):  
        """sets self's birthday to birthDate"""  
        self.birthday = datetime.date(year, month, day)  
  
    def getAge(self):  
        """returns self's current age in days"""  
        if self.birthday == None:  
            raise ValueError  
        return (datetime.date.today() - self.birthday).days
```

# BUILDING A CLASS (MORE)

---

```
class Person(object):
    def __init__(self, name):
        """create a person called name"""
        self.name = name
        self.birthday = None
        self.lastName = name.split(' ')[-1]

    def __lt__(self, other):
        """return True if self's name is lexicographically
           less than other's name, and False otherwise"""
        if self.lastName == other.lastName:
            return self.name < other.name
        return self.lastName < other.lastName

    def __str__(self):
        """return self's name"""
        return self.name
```

# EXAMPLE

---

```
p1 = Person('Mark Zuckerberg')
p1.setBirthday(5,14,84)
p2 = Person('Drew Houston')
p2.setBirthday(3,4,83)
p3 = Person('Bill Gates')
p3.setBirthday(10,28,55)
p4 = Person('Andrew Gates')
p5 = Person('Steve Wozniak')

personList = [p1, p2, p3, p4, p5]
```

# EXAMPLE OF SORTING BY <

---

```
for e in personList:  
    print(e)
```

Mark Zuckerberg

Drew Houston

Bill Gates

Andrew Gates

Steve Wozniak

```
personList.sort()
```

```
for e in personList:
```

```
    print(e)
```

Andrew Gates

Bill Gates

Drew Houston

Steve Wozniak

Mark Zuckerberg





# USING INHERITANCE

---

- explore in some detail an example of building an application that organizes info about people
  - Person: name, birthday
    - get last name
    - sort by last name
    - get age
  - MITPerson: Person + ID Number
    - assign ID numbers in sequence
    - get ID number
    - sort by ID number

# BUILDING INHERITANCE

---

```
class MITPerson(Person):
    nextIdNum = 0 # next ID number to assign

    def __init__(self, name):
        Person.__init__(self, name) # initialize Person attributes
        self.idNum = MITPerson.nextIdNum # MITPerson attribute: unique ID
        MITPerson.nextIdNum += 1

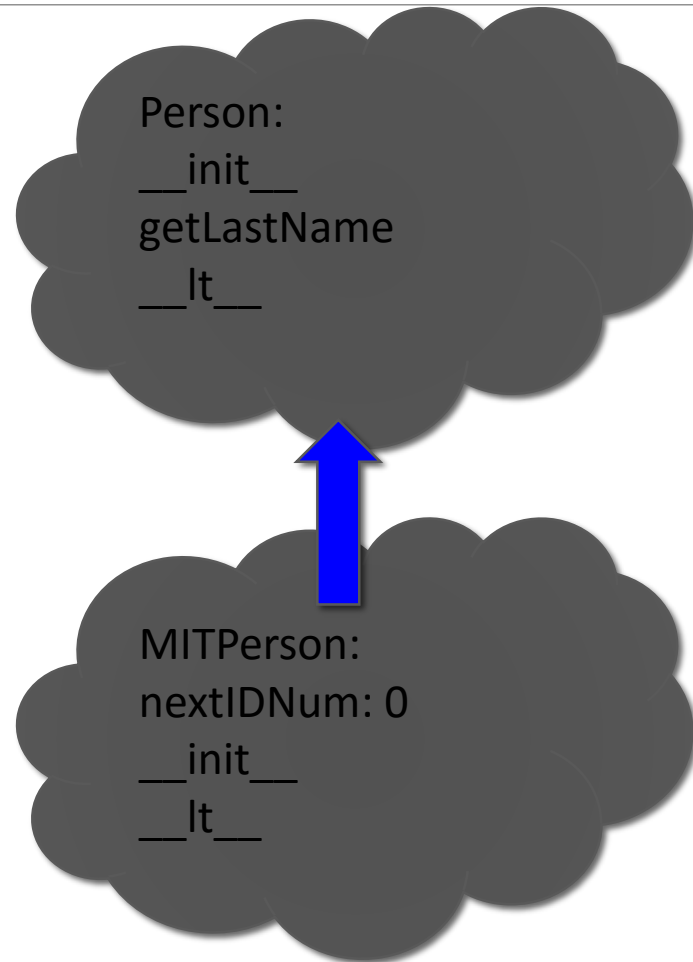
    def getIdNum(self):
        return self.idNum

    # sorting MIT people uses their ID number, not name!
    def __lt__(self, other):
        return self.idNum < other.idNum

    def speak(self, utterance):
        return (self.getLastName() + " says: " + utterance)
```

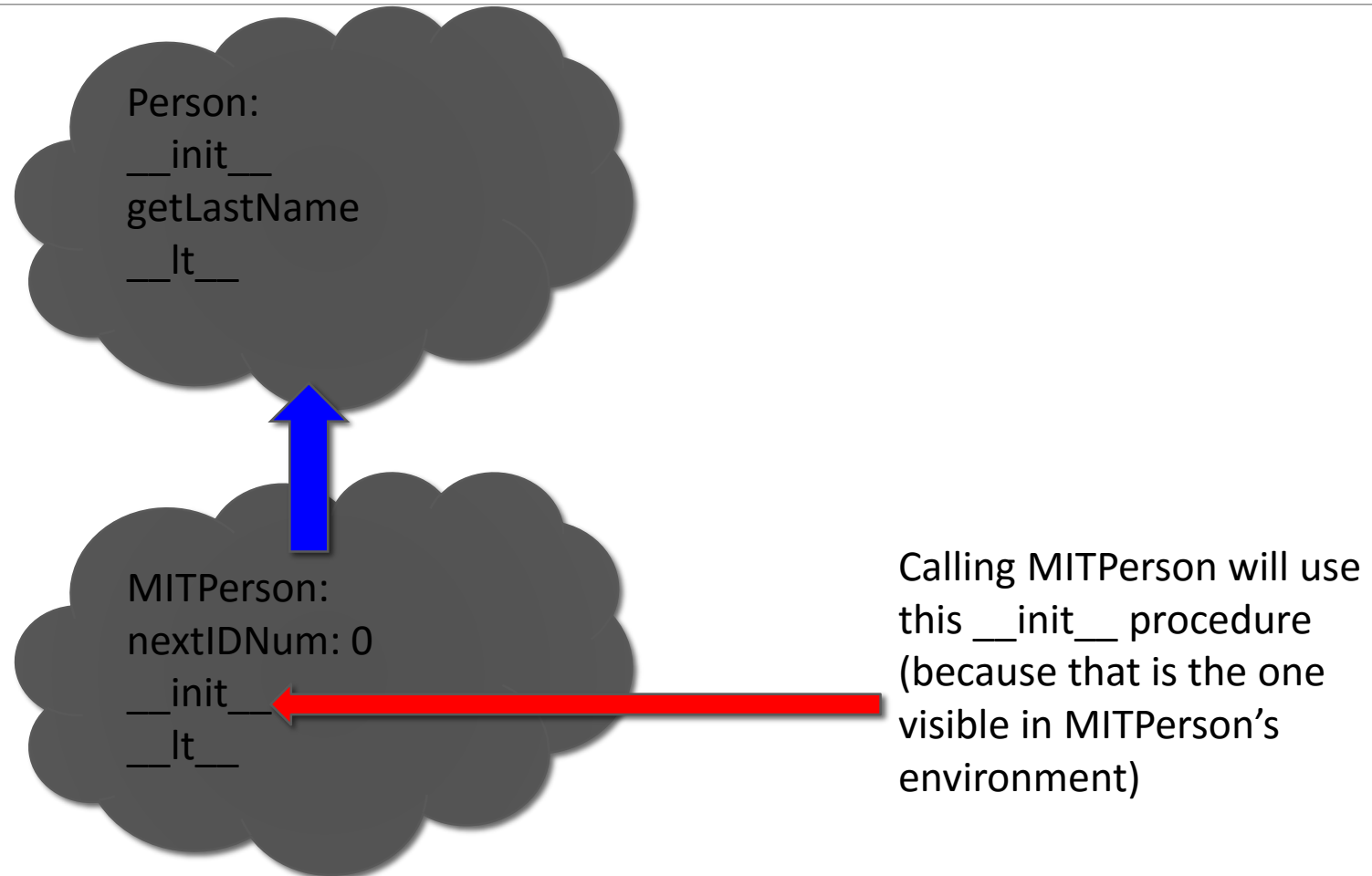
# VISUALIZING THE HIERARCHY

---



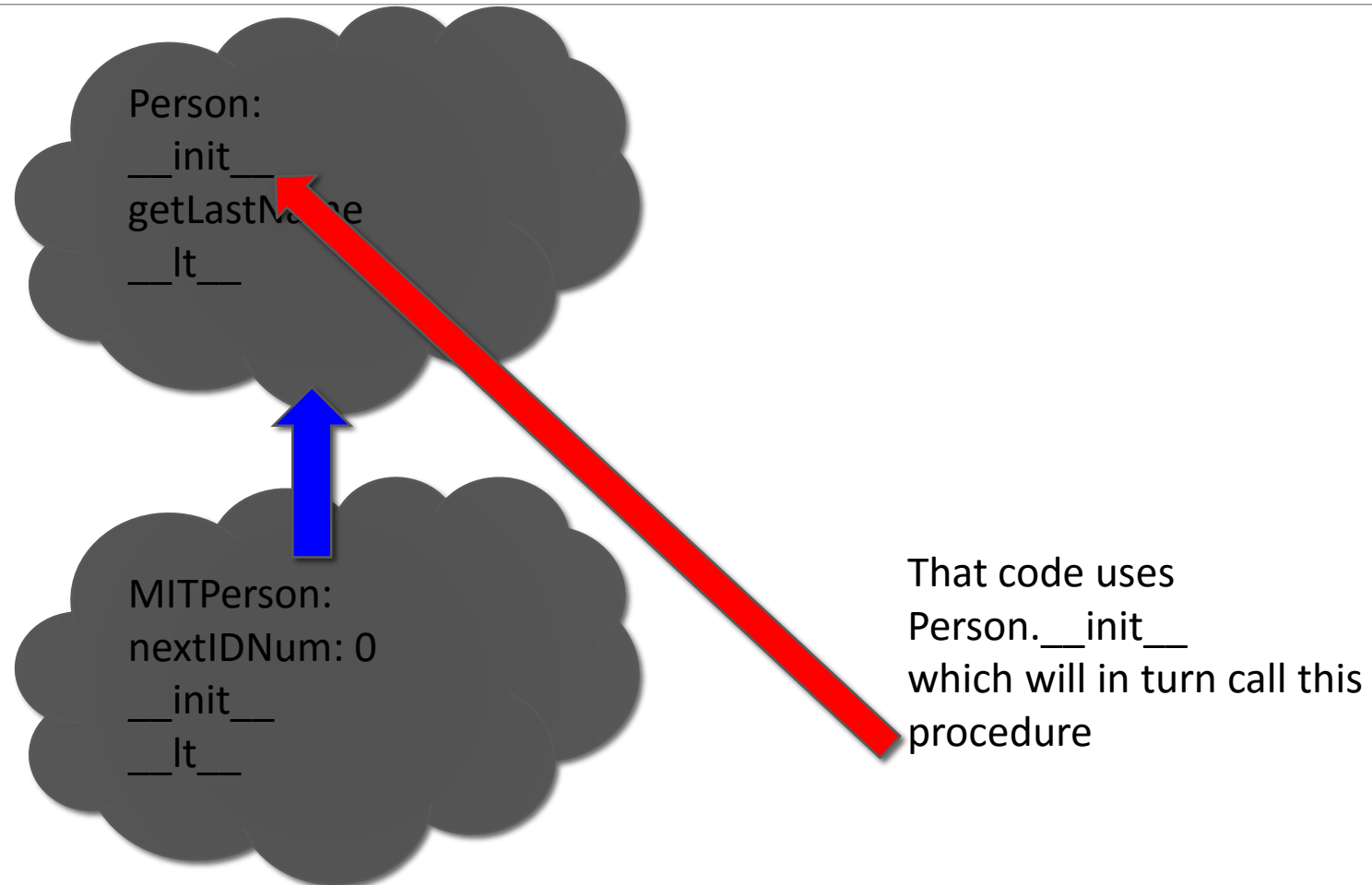
# VISUALIZING THE HIERARCHY

---

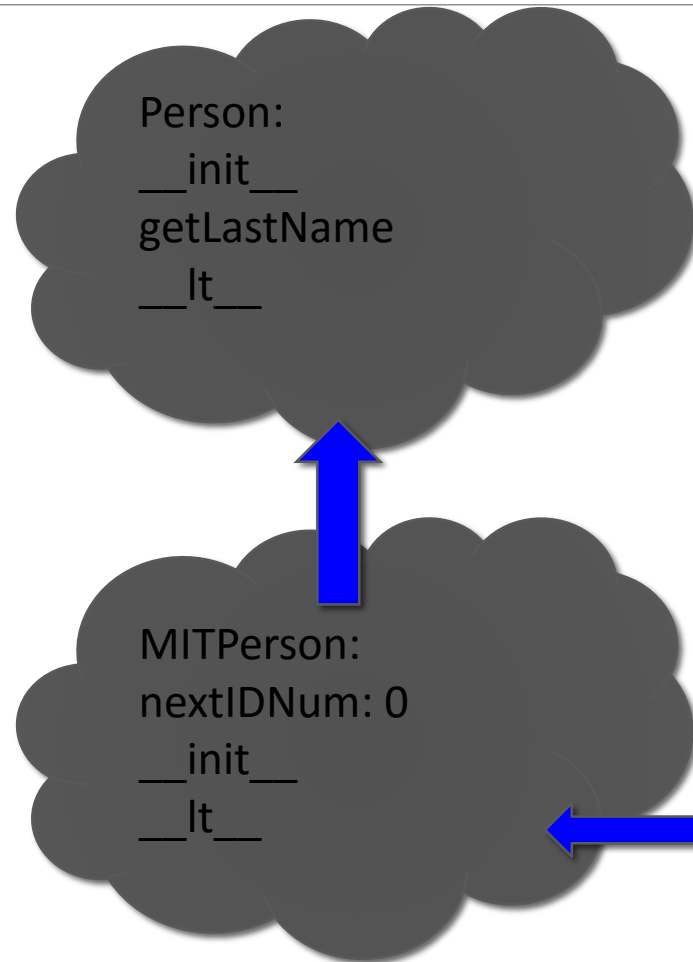


# VISUALIZING THE HIERARCHY

---



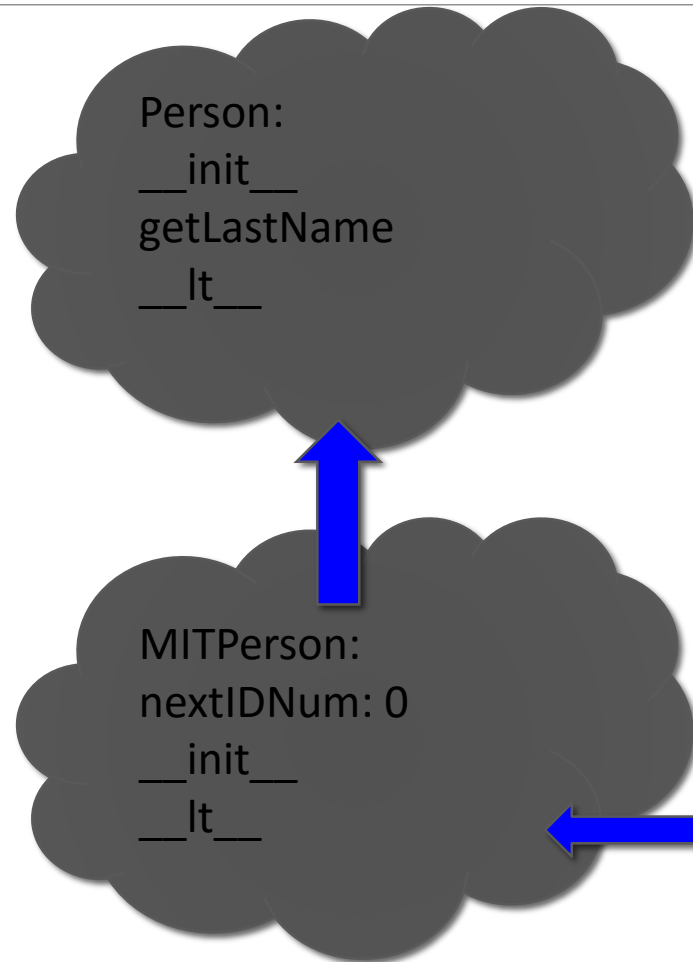
# VISUALIZING THE HIERARCHY



And that creates an instance of `MITPerson` (because of the first call, which inherits from the class definition) but with bindings set by the inherited `__init__` code

name	
birthday	
lastName	

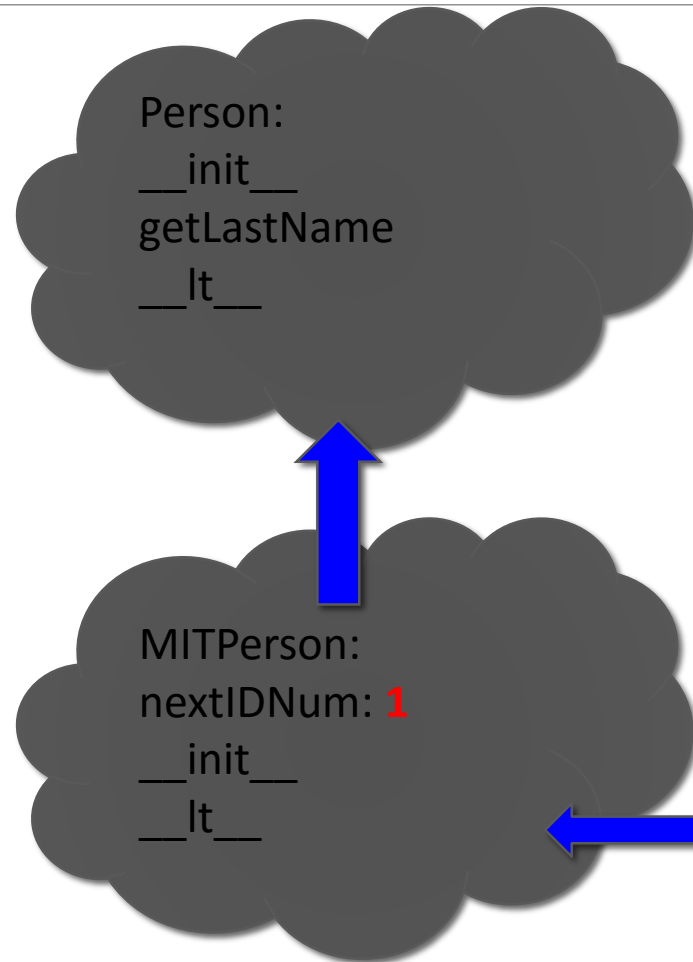
# VISUALIZING THE HIERARCHY



The rest of the original `__init__` code calls `self.idNum = MITPerson.nextIDNum` which looks up `nextIDNum` in the MITPerson environment, and creates a binding in self (i.e. the instance)

name	
birthday	
lastName	
idNum	0

# VISUALIZING THE HIERARCHY



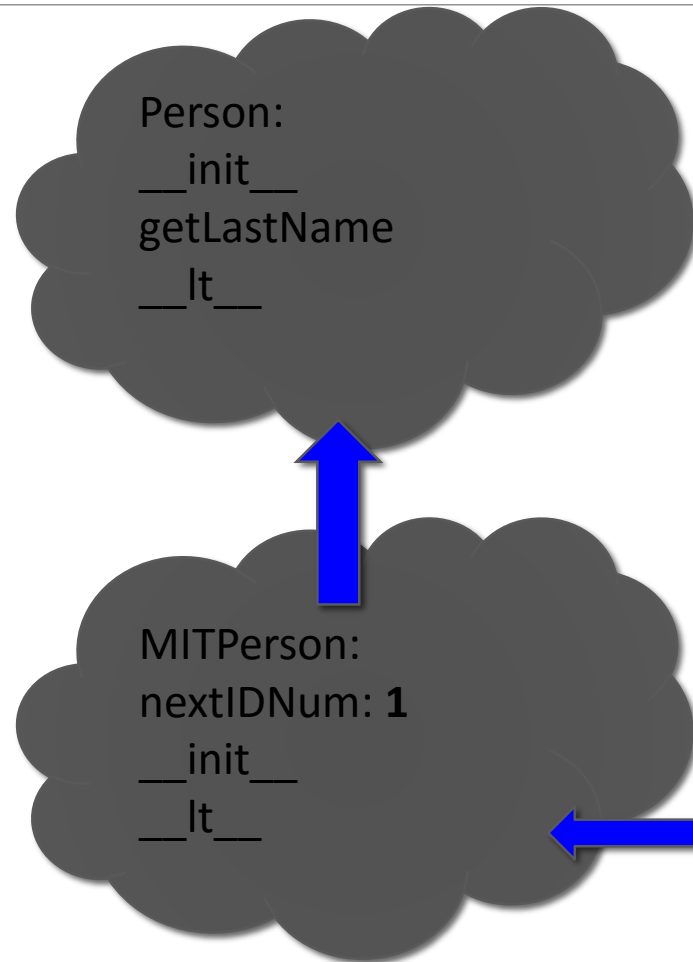
The rest of the original `__init__` code calls  
`self.idNum = MITPerson.nextIDNum`  
which looks up `nextIDNum` in the MITPerson environment, and creates a binding in self (i.e. the instance)

And then updates `nextIDNum` in the MITPerson environment

name	
birthday	
lastName	
idNum	0



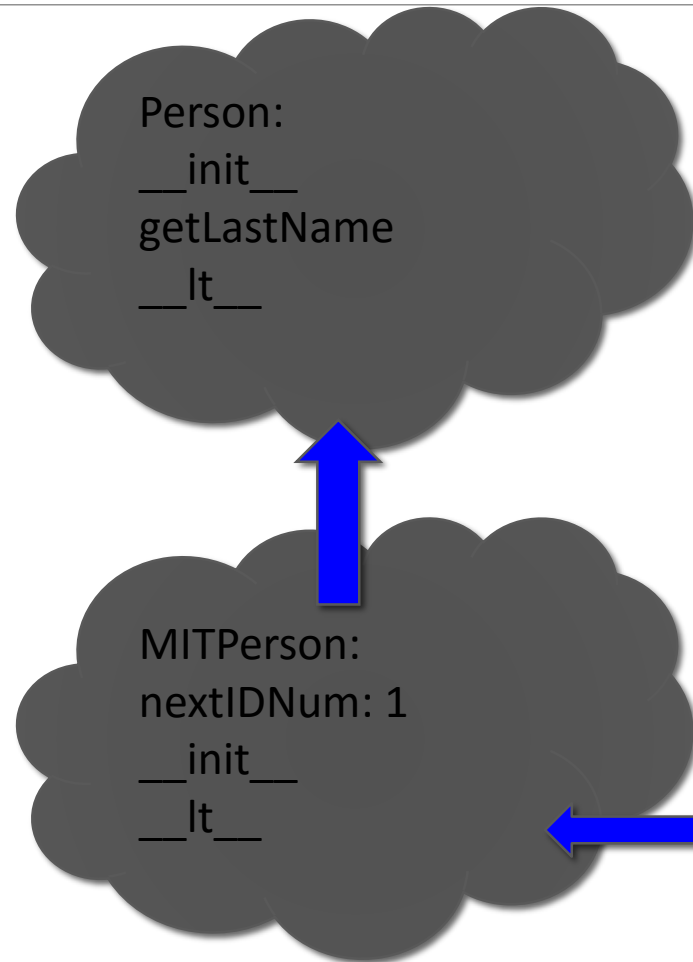
# VISUALIZING THE HIERARCHY



Thus calling `MITPerson` a second time to create a second instance will execute the same sequence, but now `nextIDNum` is bound to 1

name	
birthday	
lastName	

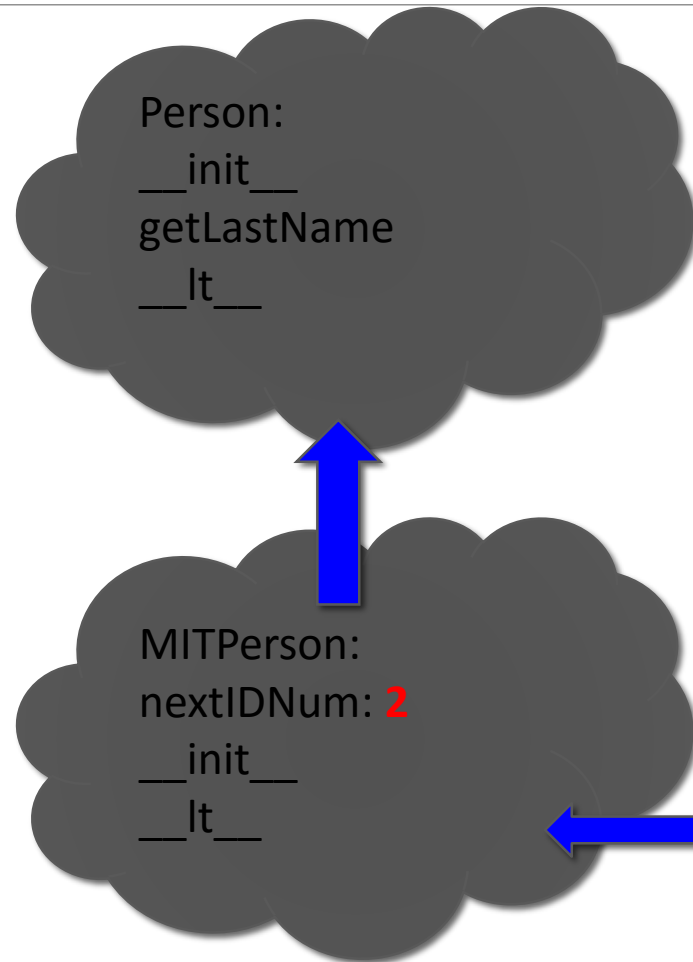
# VISUALIZING THE HIERARCHY



As before, the rest of the original `__init__` code calls `self.idNum = MITPerson.nextIDNum` which looks up `nextIDNum` in the `MITPerson` environment, and creates a binding in `self` (i.e. the instance)

name	
birthday	
lastName	
idNum	<b>1</b>

# VISUALIZING THE HIERARCHY



As before, the rest of the original `___init___` code calls `self.idNum = MITPerson.nextIDNum` which looks up `nextIDNum` in the `MITPerson` environment, and creates a binding in `self` (i.e. the instance)

And then updates `nextIDNum` in the `MITPerson` environment

name	
birthday	
lastName	
idNum	1

# EXAMPLE

---

```
m3 = MITPerson('Mark Zuckerberg')
Person.setBirthday(m3, 5, 14, 84)
m2= MITPerson('Drew Houston')
Person.setBirthday(m2, 3, 4, 83)
m1 = MITPerson('Bill Gates')
Person.setBirthday(m1, 10, 28, 55)

MITPersonList = [m1, m2, m3]
```

# EXAMPLE OF SORTING BY <

---

```
for e in MITPersonList: MITPersonList.sort()  
    print(e)
```

Bill Gates

Drew Houston

Mark Zuckerberg

```
for e in MITPersonList:
```

```
    print(e)
```

Mark Zuckerberg

Drew Houston

Bill Gates

# EXAMPLE USING HIERARCHY

---

```
p1 = MITPerson('Eric')
```

```
p2 = MITPerson('John')
```

```
p3 = MITPerson('John')
```

```
p4 = Person('John')
```

<b>p1</b>	
p2	
p3	
p4	

<b>name</b>	<b>Eric</b>
birthday	
lastName	
idNum	0

<b>name</b>	<b>John</b>
birthday	
lastName	
idNum	1

<b>name</b>	<b>John</b>
birthday	
lastName	

<b>name</b>	<b>John</b>
birthday	
lastName	
idNum	2

# TRY TO COMPARE

---

`p1 < p2`

True

`p1 < p4`

Attribute Error

`p4 < p1`

False



# HOW TO COMPARE?

---

- MITPerson has its own `__lt__` method
- method “shadows” the Person method, meaning that if we compare an MITPerson object, since its environment inherits from the MITPerson class environment, Python will see this version of `__lt__` not the Person version
- thus, `p1 < p2` will be converted into `p1.__lt__(p2)` which applies the method associated with the type of `p1`, or the MITPerson version

# WHO INHERITS?

---

- Why does `p4 < p1` work, but `p1 < p4` doesn't?
  - `p4 < p1` is equivalent to `p4.__lt__(p1)`, which means we use the `__lt__` method associated with the type of `p4`, namely a `Person` (the one that compares based on name)
  - `p1 < p4` is equivalent to `p1.__lt__(p4)`, which means we use the `__lt__` method associated with the type of `p1`, namely an `MITPerson` (the one that compares based on `IDNum`) and since `p4` is a `Person`, it does not have an `IDNum`

---

# USING INHERITANCE

---

- explore in some detail an example of building an application that organizes info about people
  - Person: name, birthday
    - get last name
    - sort by last name
    - get age
  - MITPerson: Person + ID Number
    - assign ID numbers in sequence
    - get ID number
    - sort by ID number
  - Students: several types, all MITPerson
    - undergraduate student: has class year
    - graduate student

# MORE CLASSES IN HIERARCHY

```
class UG(MITPerson):  
    def __init__(self, name, classYear):  
        MITPerson.__init__(self, name)  
        self.year = classYear  
  
    def getClass(self):  
        return self.year  
  
    def speak(self, utterance):  
        return MITPerson.speak(self, " Dude, " + utterance)
```

```
class Grad(MITPerson):  
    pass
```

```
def isStudent(obj):  
    return isinstance(obj,UG) or isinstance(obj,Grad)
```

use the inherited  
MITPerson method to  
create an instance, which in  
turn will use the Person  
method

use the inherited  
MITPerson  
method to speak  
but with  
additional words

test for superclass  
checks for instances  
of subclasses

# EXAMPLE

---

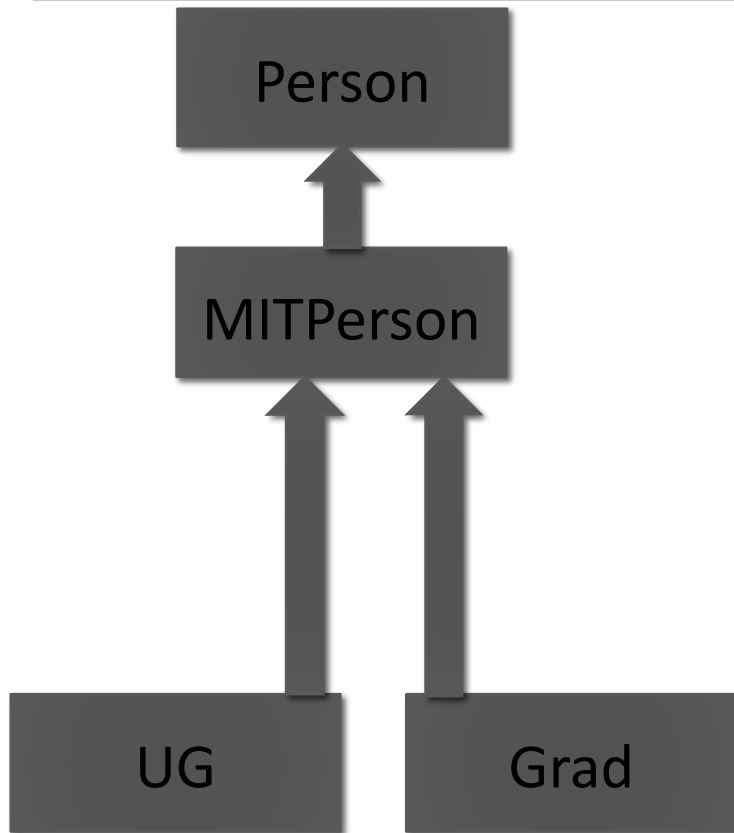
```
s1 = UG('Matt Damon', 2017)
s2 = UG('Ben Affleck', 2017)
s3 = UG('Lin Manuel Miranda', 2018)
s4 = Grad('Leonardo di Caprio')

print(s1)
print(s1.getClass())
print(s1.speak('where is the quiz?'))
print(s2.speak('I have no clue!'))
```

# SUBSTITUTION PRINCIPLE

---

Here's a diagram showing our class hierarchy



Subclass  Superclass

# ADDING ANOTHER CLASS

---

```
class UG(MITPerson):  
    def __init__(self, name, classYear):  
        MITPerson.__init__(self, name)  
        self.year = classYear  
    def getClass(self):  
        return self.year  
    def speak(self, utterance):  
        return MITPerson.speak(self, " Dude, " + utterance)
```

```
class Grad(MITPerson):  
    pass
```

```
class TransferStudent(MITPerson):  
    pass
```

```
def isStudent(obj):  
    return isinstance(obj,UG) or isinstance(obj,Grad)
```

now I have to rethink  
`isStudent`



# CLEANING UP HIERARCHY

```
class Student(MITPerson):  
    pass
```

```
class UG(Student):  
    def __init__(self, name, classYear):  
        MITPerson.__init__(self, name)  
        self.year = classYear  
  
    def getClass(self):  
        return self.year  
  
    def speak(self, utterance):  
        return MITPerson.speak(self, " Dude, " + utterance)
```

```
class Grad(Student):  
    pass
```

```
class TransferStudent(Student):  
    pass
```

```
def isStudent(obj):  
    return isinstance(obj, Student)
```

better is to create a  
superclass that covers all  
students

pass is a special keyword,  
says there is no expression in  
the body

create a class that captures common  
behaviors of subclasses; concentrate  
methods in one place, think about  
subclasses as a coherent whole

# EXAMPLE

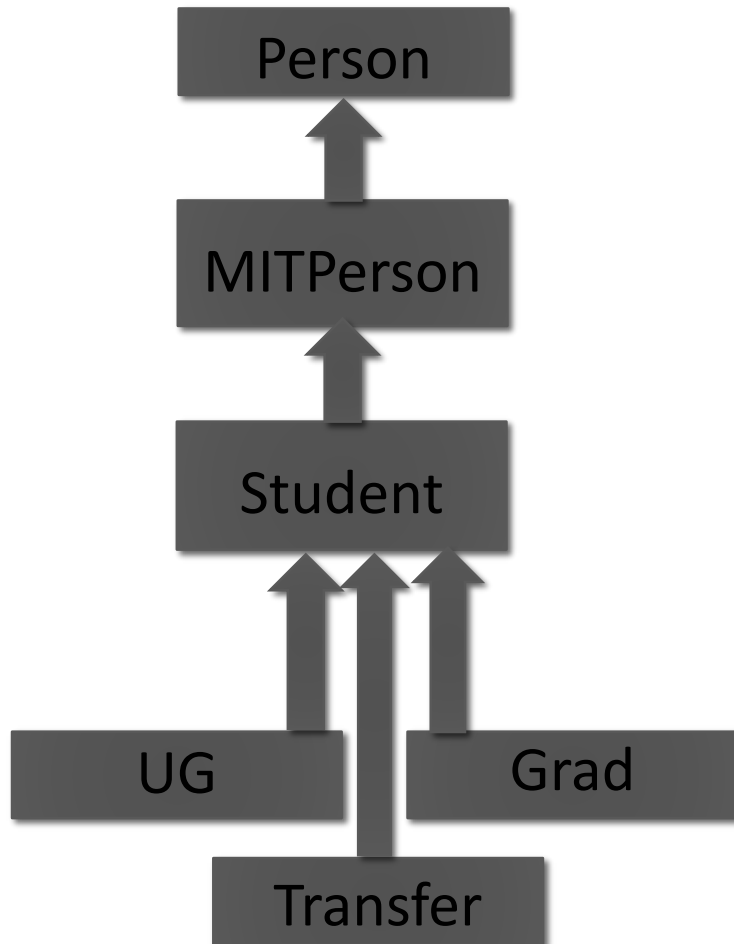
---

```
s1 = UG('Matt Damon', 2017)
s2 = UG('Ben Affleck', 2017)
s3 = UG('Lin Manuel Miranda', 2018)
s4 = Grad('Leonardo di Caprio')
S5 = TransferStudent('Robert deNiro')

print(s1)
print(s1.getClass())
print(s1.speak('where is the quiz?'))
print(s2.speak('I have no clue!'))
```

# SUBSTITUTION PRINCIPLE

---



Here's an updated diagram showing our class hierarchy

Be careful when overriding methods in a subclass!

- **Substitution principle:** important behaviors of superclass should be supported by all subclasses



# USING INHERITED METHODS

---

- add a Professor class of objects
  - also a kind of MITPerson
  - but has different behaviors
- use as an example to see how one can leverage methods from other classes in the hierarchy

# A NEW CLASS OF OBJECT

```
class Professor(MITPerson):  
    def __init__(self, name, department):  
        MITPerson.__init__(self, name)  
        self.department = department
```

this will shadow MITPerson  
speak method

```
def speak(self, utterance):  
    new = 'In course ' + self.department + ' we say '  
    return MITPerson.speak(self, new + utterance)
```

```
def lecture(self, topic):  
    return self.speak('it is obvious that ' + topic)
```

note use of  
MITPerson  
speak  
method

note use of  
own speak  
method

# EXAMPLE USAGE

---

```
print(m1.speak('hi there'))
```

Gates says: hi there

```
print(s1.speak('hi there'))
```

Damon says: Dude, hi there

```
print(faculty.speak('hi there'))
```

Arrogant says: In course six we say hi there

```
print(faculty.lecture('hi there'))
```

Arrogant says: In course six we say it is obvious that  
hi there

*uses MITPerson  
speak method*

*uses UG speak method, which  
uses MITPerson method*

*uses Professor  
speak method, which  
uses MITPerson  
method*

*Lecture method  
uses Professor  
speak method*

# MODULARITY HELPS

---

- by isolating methods in classes, makes it easier to change behaviors
  - can change base behavior of MITPerson class, which will be inherited by all other subclasses of MITPerson
  - or can change behavior of a lower class in hierarchy
- change MITPERSON's speak method to

```
def speak(self, utterance):  
    return (self.name + " says: " + utterance)
```



# EXAMPLE USAGE

---

```
print(m1.speak('hi there'))
```

```
Mark Zuckerberg says: hi there
```

```
print(s1.speak('hi there'))
```

```
Matt Damon says: Dude, hi there
```

```
print(faculty.speak('hi there'))
```

```
Doctor Arrogant says: In course six we say hi there
```

```
print(faculty.lecture('hi there'))
```

```
Doctor Arrogant says: In course six we say it is  
obvious that hi there
```

*changes to MITPerson speak  
method affect all classes use as base  
method for their own speak  
methods*

# MODULARITY HELPS

---

- by isolating methods in classes, makes it easier to change behaviors
  - can change base behavior of MITPerson class, which will be inherited by all other subclasses
  - or can change behavior of a lower class in hierarchy
- change MITPERSON's speak method to

```
def speak(self, utterance):  
    return (self.name + " says: " + utterance)
```

- change UG's speak method to

```
def speak(self, utterance):  
    return MITPerson.speak(self, " Yo Bro, " + utterance)
```

# EXAMPLE USAGE

---

```
print(m1.speak('hi there'))
```

Mark Zuckerberg says: hi there

```
print(s1.speak('hi there'))
```

Matt Damon says: Yo Bro, hi there

*changes to UG speak method only  
affect classes that use it*

```
print(faculty.speak('hi there'))
```

Doctor Arrogant says: In course six we say hi there

```
print(faculty.lecture('hi there'))
```

Doctor Arrogant says: In course six we say it is  
obvious that hi there

---

# EXAMPLE CLASS: GRADEBOOK

---

- create class that includes instances of other classes within it
- concept:
  - build a data structure that can hold grades for students
  - gather together data and procedures for dealing with them in a single structure, so that users can manipulate without having to know internal details

# EXAMPLE: GRADEBOOK

---

```
class Grades(object):
    """A mapping from students to a list of grades"""
    def __init__(self):
        """Create empty grade book"""
        self.students = [] # list of Student objects
        self.grades = {} # maps idNum -> list of grades
        self.isSorted = True # true if self.students is sorted

    def addStudent(self, student):
        """Assumes: student is of type Student
        Add student to the grade book"""
        if student in self.students:
            raise ValueError('Duplicate student')
        self.students.append(student)
        self.grades[student.getIdNum()] = []
        self.isSorted = False
```

# EXAMPLE: GRADEBOOK

```
class Grades(object):
```

```
    def addGrade(self, student, grade):
        """Assumes: grade is a float
           Add grade to the list of grades for student"""
        try:
            self.grades[student.getIdNum()].append(grade)
        except KeyError:
            raise ValueError('Student not in grade book')
```

index into dict using  
IdNum;  
returns a list of grades  
add to list;  
mutate  
existing list

```
    def getGrades(self, student):
        """Return a list of grades for student"""
        try: # return copy of student's grades
            return self.grades[student.getIdNum()][:]
        except KeyError:
            raise ValueError('Student not in grade book')
```

index into dict  
using IdNum;  
return a copy

# EXAMPLE: GRADEBOOK

---

```
class Grades(object):
```

```
    def allStudents(self):
```

```
        """Return a list of the students in the grade book"""
```

```
        if not self.isSorted:
```

```
            self.students.sort()
```

```
            self.isSorted = True
```

```
        return self.students[:]
```

```
        #return copy of list of students
```

return a copy



# USE GRADEBOOK WITHOUT KNOWING INTERNAL DETAILS

---

```
def gradeReport(course):  
    """Assumes: course is of type grades"""  
    report = []  
    for s in course.allStudents():  
        tot = 0.0  
        numGrades = 0  
        for g in course.getGrades(s):  
            tot += g  
            numGrades += 1  
        try:  
            average = tot/numGrades  
            report.append(str(s) + '\ 's mean grade is '  
                          + str(average))  
        except ZeroDivisionError:  
            report.append(str(s) + ' has no grades')  
    return '\n'.join(report)
```

*use method to get  
data; preserves  
information hiding*

*return as string, with  
return between each  
student*

# SETTING UP AN EXAMPLE

---

```
ug1 = UG('Matt Damon', 2018)
ug2 = UG('Ben Affleck', 2019)
ug3 = UG('Drew Houston', 2017)
ug4 = UG('Mark Zuckerberg', 2017)
g1 = Grad('Bill Gates')
g2 = Grad('Steve Wozniak')
```

```
six00 = Grades()
six00.addStudent(g1)
six00.addStudent(ug2)
six00.addStudent(ug1)
six00.addStudent(g2)
six00.addStudent(ug4)
six00.addStudent(ug3)
```

# RUNNING AN EXAMPLE

---

```
six00.addGrade(g1, 100)
six00.addGrade(g2, 25)
six00.addGrade(ug1, 95)
six00.addGrade(ug2, 85)
six00.addGrade(ug3, 75)
```

```
print(gradeReport(six00))
```

```
Matt Damon's mean grade is 95.0
Ben Affleck's mean grade is 85.0
Drew Houston's mean grade is 75.0
Mark Zuckerberg has no grades
Bill Gates's mean grade is 100.0
Steve Wozniak's mean grade is 25.0
```

```
six00.addGrade(g1, 90)
six00.addGrade(g2, 45)
six00.addGrade(ug1, 80)
six00.addGrade(ug2, 75)
```

```
print(gradeReport(six00))
```

```
Matt Damon's mean grade is 87.5
Ben Affleck's mean grade is 80.0
Drew Houston's mean grade is 75.0
Mark Zuckerberg has no grades
Bill Gates's mean grade is 95.0
Steve Wozniak's mean grade is 35.0
```

# USING EXAMPLE

---

- could list all students using

```
for s in six00.allStudents():  
    print(s)
```

- prints out the list of student names sorted by idNum

- why not just do

```
for s in six00.students:  
    print(s)
```

- violates the data hiding aspect of an object, and exposes internal representation
  - If I were to change how I want to represent a grade book, I should only need to change the methods within that object, not external procedures that use it

# COMMENTS ON EXAMPLE

---

- nicely separates collection of data from use of data
- access is through methods associated with the gradebook object
- but current version is inefficient – to get a list of all students, I create a copy of the internal list
  - let's me manipulate without change the internal structure
  - but expensive in a MOOC with 100,000 students

---

# GENERATORS

---

- any procedure or method with `yield` statement called a **generator**

```
def genTest():  
    yield 1  
    yield 2
```

- `genTest()` ➔ `<generator object genTest at 0x201b 878>`
- generators have a `next()` method which starts/resumes execution of the procedure. Inside of generator:
  - `yield` suspends execution and returns a value
  - returning from a generator raises a `StopIteration` exception

# USING A GENERATOR

---

```
In [1]: foo = genTest()
```

```
In [2]: foo.__next__()
```

```
1
```

```
>>> foo.__next__()
```

```
2
```

```
>>> foo.__next__()
```

```
Results in a StopIteration exception
```

Execution will proceed in  
body of foo, until reaches  
first yield statement; then  
returns value associated with  
that statement

Execution will resume in  
body of foo at point where  
stopped, until reaches next  
yield statement; then returns  
value associated with that  
statement



# USING GENERATORS

---

- can use a generator inside a looping structure, as it will continue until it gets a StopIteration exception:

```
>>> for n in genTest():  
        print(n)
```

```
1
```

```
2
```

```
>>>
```

# FANCIER EXAMPLE

---

```
def genFib():  
    fibn_1 = 1 #fib(n-1)  
    fibn_2 = 0 #fib(n-2)  
    while True:  
        # fib(n) = fib(n-1) + fib(n-2)  
        next = fibn_1 + fibn_2  
        yield next  
        fibn_2 = fibn_1  
        fibn_1 = next
```

# FANCIER EXAMPLE

---

- evaluating

```
fib = genFib()
```

creates a generator object

- calling

```
fib.__next__()
```

will return the first Fibonacci number, and subsequence calls will generate each number in sequence

- evaluating

```
for n in genFib():  
    print(n)
```

will produce all of the Fibonacci numbers (an infinite sequence)

# WHY GENERATORS?

---

- generator separates the concept of computing a very long sequence of objects, from the actual process of computing them explicitly
- allows one to generate each new objects as needed as part of another computation (rather than computing a very long sequence, only to throw most of it away while you do something on an element, then repeating the process)
- have already seen this idea in `range`

# FIX TO GRADES CLASS

---

```
def allStudents(self):  
    if not self.isSorted:  
        self.students.sort()  
        self.isSorted = True  
    return self.students[:]  
    #return copy of list of students
```

Before

```
def allStudents(self):  
    if not self.isSorted:  
        self.students.sort()  
        self.isSorted = True  
    for s in self.students:  
        yield s
```

After