

Classes are blueprints or designs while an *object* is an instantiation of a class.

1. Compare instance vs. static attributes: → like a global variable for a class

attribute
that
exists for
each object

	Instance	Static
Where do you declare it?	in the constructor! ↓ <code>def __init__(): self.attributes</code>	<u>NOT</u> in constructor
How do you call/ reference it?	<u><code>self.attributeName</code></u>	<code>class Person(object): NUM_PEOPLE = 0 def __init__(): <u><code>Person.NUM_PEOPLE += 1</code></u></code>
How many of these attributes exist per class?	However many objects have been instantiated	1

2. What is wrong with the following piece of code?

class Student(object):

def __init__(self, name, age):

self.__name = name

self.__year = ~~year~~ age

def getTimeUntilGraduation(self):

self.__timeUntilGraduation = 4 - self.__year

return self.__timeUntilGraduation

Needs to be defined in the constructor!!

instance
attribute

all different {
year → local var
self.year → instance var
self.__year → private instance var

3. Which of the following are true about dictionaries? If the statement is false, correct it to make it true.

- i. Any type can act as a key. → False, keys must be immutable
- ii. Keys must be unique. True (Values? Not unique)
- iii. Writing to a key that already exists just appends to its value. → False → the value is overwritten
- iv. There is no need to check ^{if} a key exists before reading from it. → False, if you try to get a key that doesn't exist you will get an error

4. Which of the following is NOT a class you have used?

- i. List
- ii. String
- iii. Int
- iv. Dictionary

Imagine someList are strings and you want to print upper. Easy.

```
def printList(someList):  
    for x in someList:  
        thingToPrint = x.upper()getName()  
        print(thingToPrint)
```

Imagine someList has Students instead.

5. When creating a child class, what is the first thing you must do in the constructor?

Parent Class

```
class Person(object):  
    def __init__(self, name):  
        self.__name = name
```

Child Class

```
class Student(Person):  
    def __init__(self, name, gpa):  
        super().__init__(name)  
        self.__gpa = gpa
```

Same thing!

MUST call parent constructor

6. What is the purpose of getters and setters? When do you need them? Write them.

Need them when attributes are private, otherwise you have no way of accessing that data.

Getter: → no parameters

```
def getName(self):  
    return self.__name
```

Setter: → never returns

```
def setName(self, newName):  
    self.__name = newName
```

Coding Questions

7. There is a dictionary where the key is a student's name (you may assume these are unique), and the value is a list of scores that student has for ITP 115. You also have access to a function called `avg(list)` that takes in 1 parameter, a list of integers or ~~floats~~ and returns the average of that list. Write a function that takes in the dictionary and the name of a student as its two parameters, and returns the student's average score in ITP 115. If the student is not in ITP 115, return -1.

```
def getScore(classDict, name):  
    if name not in classDict.keys():  
        return -1  
  
    scoreList = classDict[name]  
    grade = avg(scoreList)  
    return grade
```

(if you needed to go through all students)

```
for student in classDict.keys():  
    scoreList = classDict[student]
```

Key
↙

8. Every student has a name, a GPA, and a tuition they pay. The standard tuition is \$50,000. However, in-state students receive a flat decrease of \$10,000 in tuition. Out-of-state students do not receive this flat decrease, but their tuition does go down based on their academic performance. Specifically, they receive \$1000 off their tuition for every GPA point they have (for example, an out-of-state student with a 3.14 GPA would receive a decrease of \$3,140). Write a base Student class, and two classes, InStateStudent and OutOfStateStudent, that inherit from Student and calculate how much each student will have to pay in tuition.

Base

```
class Student(object):  
    def __init__(self, name, gpa):  
        self.__name = name  
        self.__gpa = gpa  
        self.__tuition = 50000  
  
    def calcTuition(self):  
        return self.__tuition
```

Private
attributes
not accessible
to child classes

```
def getGPA(self):  
    return self.__gpa
```

Child

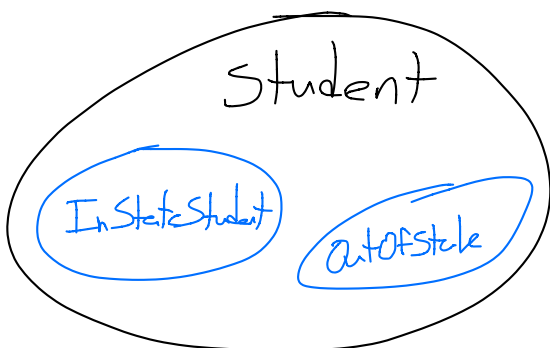
```
class InStateStudent(Student):  
    def __init__(self, name, gpa):  
        super().__init__(name, gpa)  
  
    def calcTuition(self):  
        tuition = super().calcTuition()  
        - 10000  
        return tuition
```

need parenthesis

```
class OutOfStateStudent(Student):  
    def __init__(self, name, gpa):  
        super().__init__(name, gpa)
```

```
    def calcTuition(self):  
        tuition = super().calcTuition()  
        - (1000 * self.getGPA())  
        return tuition
```

need parenthesis



Multi-files

```
From [filename] import [class name]
```