Bootcamp: Python Basics Updated: May 2018



Lesson 3

Object Oriented Programming & Custom Iterators

SUMMARY

For this lesson, we will be reviewing the principles of object-oriented programming in Python. As well as, the creation of custom iterators.

BASIC CLASSES

The following is a basic example of a Python class.

- Look at how the object is instantiated and some of the properties/methods you can access from the class.
- Observe the output of each print function listed below to understand what they do.

INITIALIZATION & CONSTRUCTORS

The following is a basic example of a class with a constructor.

- You can see what gets called within the constructor upon instantiation of the class
- Also note the name of the function that is considered the constructor (__init__)
- This is a built-in Python function interpreted at runtime there are many of these!

```
class ComplexNumber:
    def __init__(self,r = 0,i = 0):
        self.real = r
        self.imag = i

    def getData(self):
        print("{0}+{1}j".format(self.real,self.imag))

# Create a new ComplexNumber object
c1 = ComplexNumber(2,3)

# Call getData() function
# Output: 2+3j
c1.getData()
```

NOTE

Variables that are defined within the namespace of the class are *only* accessible within the class. See the example on the first page for a method of accessing a class' public variables.

CUSTOM ITERATORS

Python allows programmers to create their own custom iterators.

- Study the snippet of code below to understand the built-in functions included.

```
class CustomRange:
     def __init__(self, max):
             self.max = max
     def __iter__(self):
             self.curr = 0
             return self
     def next(self):
             numb = self.curr
             if self.curr >= self.max:
                      raise StopIteration
             self.curr += 1
             return numb
for i in CustomRange(10):
     print i
# Output:
# 0 1 2 3 4 5 6 7 8 9
```

EXERCISE YOUR PYTHON

- 1. Create a new class called 'toolkit', using all the custom functions you created in the previous lesson.
 - a. Add a new function which prints the odd numbers from the given list of numbers in the even numbers function (1st activity of the last lesson)

NOTE

This means that you should be creating a new function within your class to print all the odd numbers of the given list. Call this new function within your outer 'even-number' function.

CHALLENGE

Create a custom iterator that prints the Fibonacci sequence up to a given integer 'n'.

For example, if given 'n = 6', output should print '1, 1, 2, 3, 5, 8' (6 steps).

