

1 May 1

Python Basics

2) Class Competition:

raise-amount = 1.04 → obj → creates instance

```
def __init__(self, name, price):
```

```
    self.name = name
```

```
    self.price = price
```

→ instance variable.

```
def raise-price(self):
```

```
    self.price = self.price + Competition.raise-amount.
```

OR
self.raise-amount.

↓
class variable.

↓
if not declared
in the instance you
need to use class.

2) Every instance has in built special attribute.

```
simulation = Competition('simulation', 100)
```

```
simulation.__dict__
```

special
attribute ↓

```
⇒ {'name': 'simulation', 'price': 104.0}
```

Class variable & function not present in dictionary of instance

o) Class also has special dict = Competition. -- dict --

↓
here all the functions & class variables are there

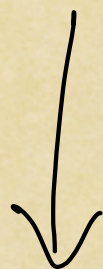
a) Change made to class is also change all instance.

b) Change made to instance will only change that instance & not that class.

c) In Python class variables are public, they can be accessed outside class which is generally not true in JAVA data encapsulation (where data inside class is not available outside class)

Simulation .name = "smd"

↓
accessed outside & changed outside.



So that no one can change outside we have to make it private.


```
def __init__(self, name, prize):
```

```
    self.__name = name
```

```
    self.__prize = prize
```

→ now it can
read from
outside but

cannot
be changed

```
s1 = Completion('Valo tour', 25)
```

```
s1.name = 'Lo1 tour'
```

```
s1.__dict__
```

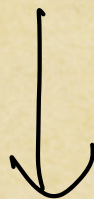
↓
Just
private
hack

```
⇒ ({ '__name': 'Valo tour',  
    '__prize': 25,  
    '__name': 'Lo1 tour' })
```

```
⇒ Now s1.__prize = 300
```

↓
this will change.

↓
but not good practice



Use getters & setter.

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

```
def set_name(self, name):  
    return self.__name = name
```

a)

```
def __repr__(self):  
    return f'({self.__name}, {self.__prize})'
```

b) `print` → invokes string representation of the object.

c)

```
def __str__(self):  
    return f'{self.__name} & {self.__prize}'
```

↳ another way to represent

→ if you use `print` (debate).

→ if you use only `debate`.

Q) $1+2$ is actually int. -- add -- $\langle 1, 2 \rangle$

Q) $s1 = \text{saving}(30)$
 $s2 = \text{saving}(20)$

Class Savings:

def __init__(self, amount):
 self.__amount = amount.

def __add__(self, other):
 return self.__amount +
 other.__amount

↑
otherwise
confuse

def __sub__(self, other):
 return self.__amount - other.
 __amount

↑ - not *
or +

def __mul__(self, other):

↓
so have to make it so

↓
__mul__ is only for float
(*)

↓
float.

then `-- floor div --` `(//)` - integer
 `-- mod --` `(%)` - integer
 `-- pow --` `(* *)`

Built in class methods

→ `def -- len -- (self):`
 `return len (self. -- participants)`

→ `def -- iter -- (self)` `next(obj)`
 `self. -- index = 0` ↓
 `return self.` learn more
 about `-- iter --`
 & `next`

→ `name = property (get_name, set_name,`
 `del_name)` .

⇒ Decorator

better way.

@property.

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

@name.setter

```
def name(self, value):  
    self.__name = value
```

@name.deleter

```
def name(self):  
    del self.__name.
```

⇒ Now getter & setter is for instance
for class it is called class
method.

Ex

→ class Competition:

-- raise-amount = 1.04

@ class method → class

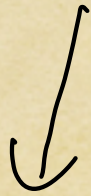
def get_raise_amount(cls):
 return cls.__raise-amount.

getter
for class
variable

@ class method.

def set_raise_amount(cls):
 return cls.__raise-amount.

setter
for class
variable



better way

Now class Rectangle:

@ staticmethod

def area(x, y):
 return x * y

Q) Abstract class

↓
Classes with no methods

Ans

Base & derived class??
Abstract Base class??

2 phases → Optimize models that are developed, faster
to be practical, optimizing querying,
query

SQL & python → Production Query.
PySpark. basic. & code.

MLOps → still building their stack.

↳ Basic questions.

Collections Models, Recovery Models, Basics

Vivek asked - 2 problems

↳ run parallel 36 model
recovery, how to
optimize.
model inference.

training
↓
is easy.

↓
is fast

1) if you nearest neighbour problem id of the
index on the tables.

7

Q7 Say

→ Problem statement.

→ Data → size, level, id, target variable, definition.

→ preparation → cleaning → outlier, missing.

→ Analysis → Univariate, Bivariate
↓
Binning, correlation

→ Model → Benchmark Model, ^{Informations} Best Model.

→ Metrics →

→ Interpretation →

→ No textbooks →

→ Production. →