# **Classes in Python**

You can get a long way with Python's builtin types.

But when they're not right for the job, you can use classes to create custom types.

### **Structure and Behavior**

# Classes define the structure and behavior of objects.

An object's class controls its initialization.

## **Classes are a Tool**

# Classes make complex problems tractable.

# Classes can make simple solutions overly complex.

Python lets you find the right balance



# Class

used to define new classes

By convention, class names use

CamelCase

## Methods

Method – A function defined within a class

Instance methods – functions which can be called on objects

self – the first argument to all instance methods



# \_\_init\_\_()

instance method for initializing new objects

## Initialization

\_\_init\_\_() is an
 initializer, not a
 constructor.
 self is similar to
 this in C++ or Java.

# Why \_number?

 Avoid name clash with number()

2. By convention, implementation details start with underscore

# Public!

Private!



Protected!

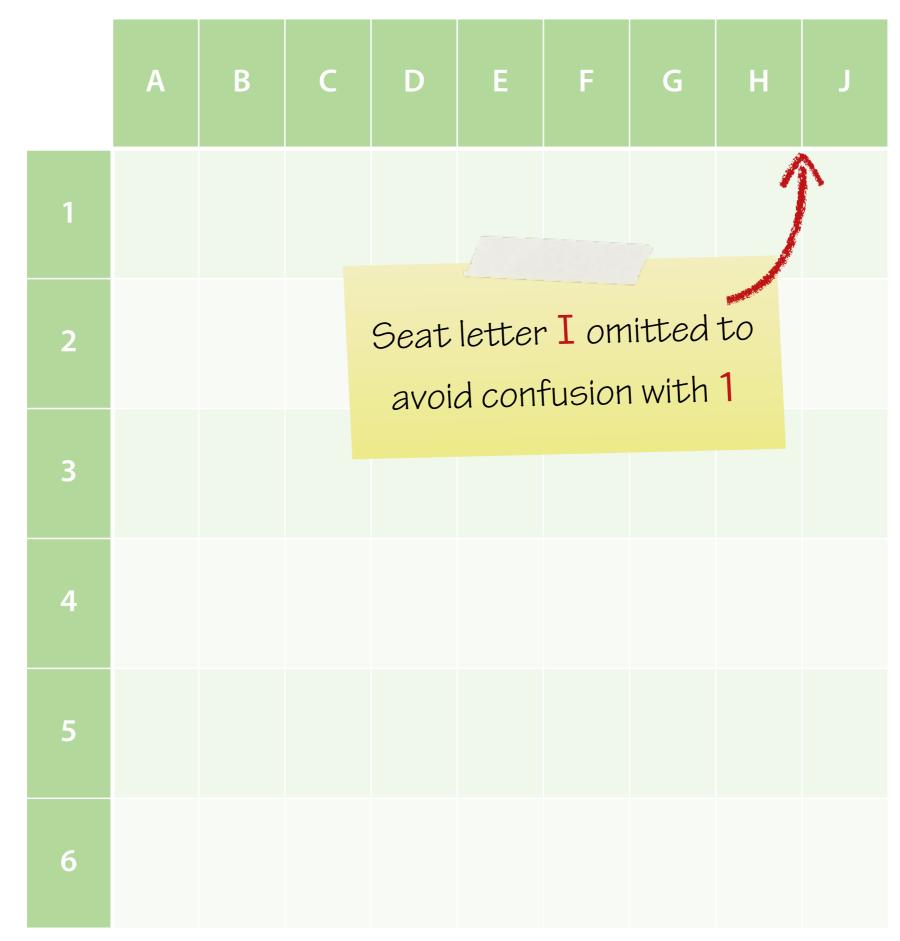
# We're all consenting adults here.



### **Class Invariants**

# Truths about an object that endure for its lifetime.

# seat letters



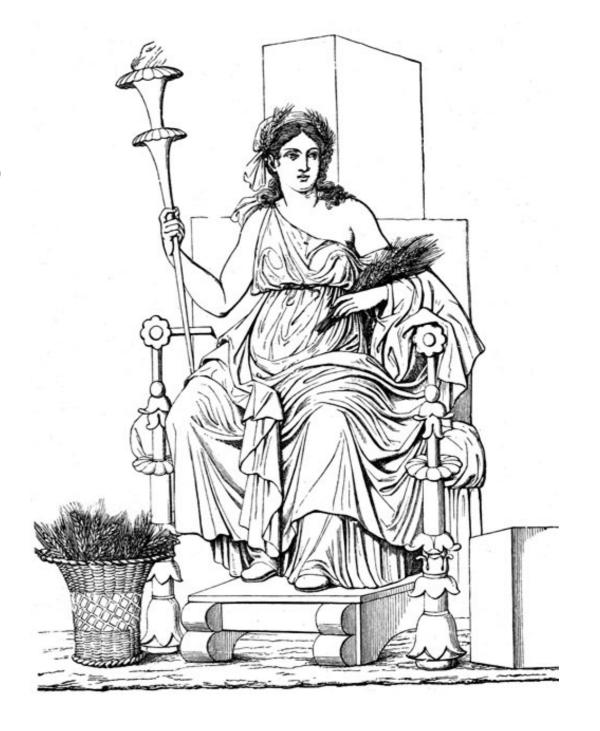
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rows

### **Law of Demeter**

The principle of least knowledge.

Only talk to your friends.



#### Moment of Zen

Complex is better than complicated.

```
class Flight:
    def aircraft_model(self):
        return self._aircraft.model()
```

Many moving parts



#### Moment of Zen

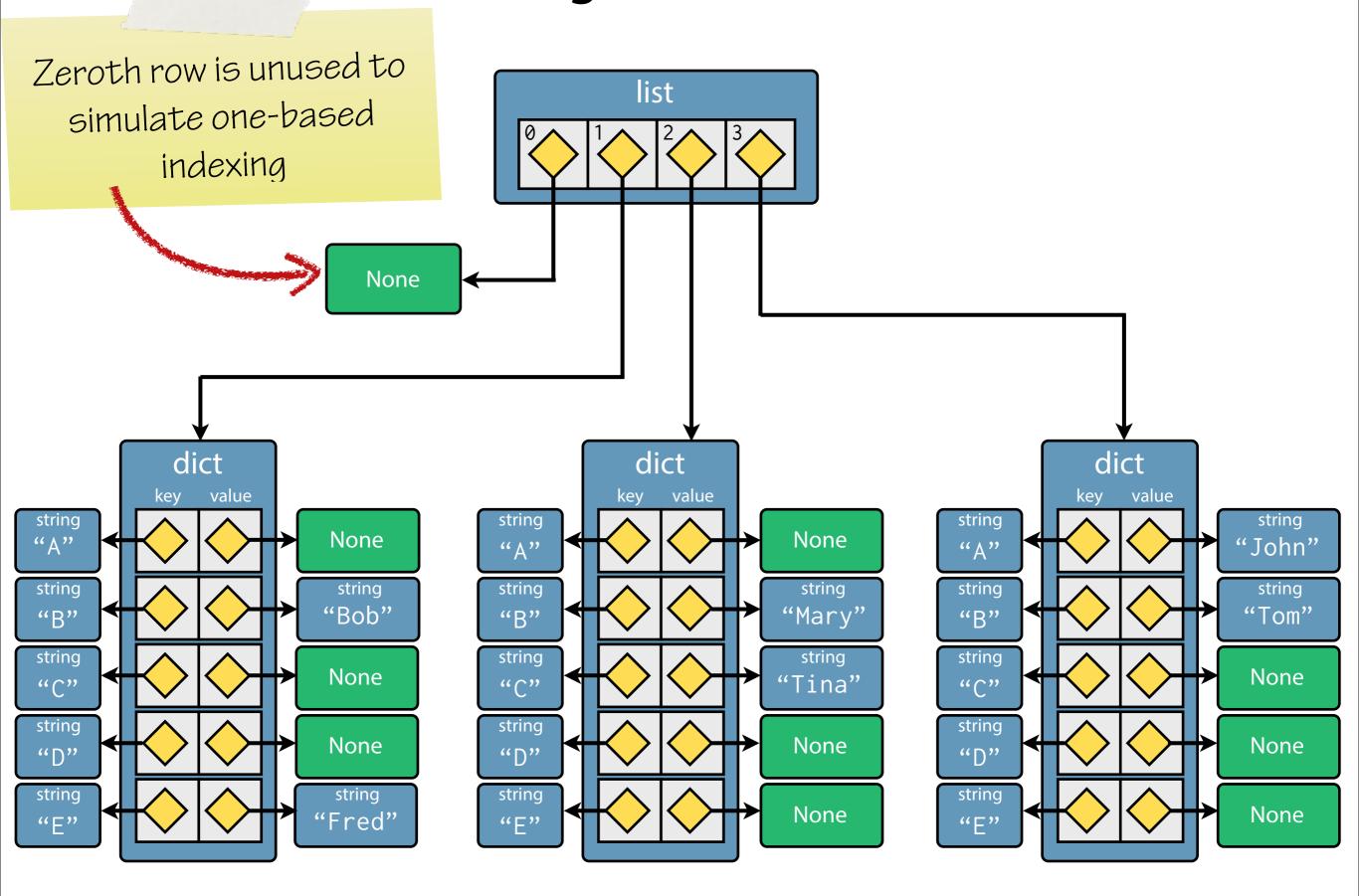
# Complex is better than complicated.

```
class Flight:
    def aircraft_model(self):
        return self._aircraft.model()
```

Many moving parts
Combined in a clever box
Are now one good tool



### **Seating Data Structure**



```
rows, seats = self._aircraft.seating_plan()
self._seating = [None] + [ {letter:None for letter in seats} for _ in rows ]
```

# Unpack seating plan

```
rows, seats = self._aircraft.seating_plan()
self._seating = [None] + [ {letter:None for letter in seats} for _ in rows ]
```

```
rows, seats = self._aircraft.seating_plan()
self._seating = [None] + [ {letter:None for letter in seats} for _ in rows ]
```

Use first entry to account for offset

```
rows, seats = self._aircraft.seating_plan()
self._seating = [None] + [ {letter:None for letter in seats} for _ in rows ]
```

One entry for each row in the aircraft

```
rows, seats = self._aircraft.seating_plan()
self._seating = [None] + [ {letter:None for letter in seats} for _ in rows ]
```

Discard the row numbers

```
rows, seats = self._aircraft.seating_plan()
self._seating = [None] + [ {letter:None for letter in seats} for _ in rows ]
```

# Dictionary comprehensions

```
rows, seats = self._aircraft.seating_plan()
self._seating = [None] + [ {letter:None for letter in seats} for _ in rows ]
```

List comprehension

# New requirement: Boarding card printer

Don't feel compelled to create classes without good reason.

## Tell! Don't ask.

Tell objects what to do.

Don't ask for their state.

# **Polymorphism**

Using objects of different types through a common interface.

# **Duck Typing**

"When I see a bird that walks like a duck and swims like a duck and quacks like a duck, I call that bird a duck."



- James Whitcomb Riley

An objects fitness for purpose is determined at the time of use.

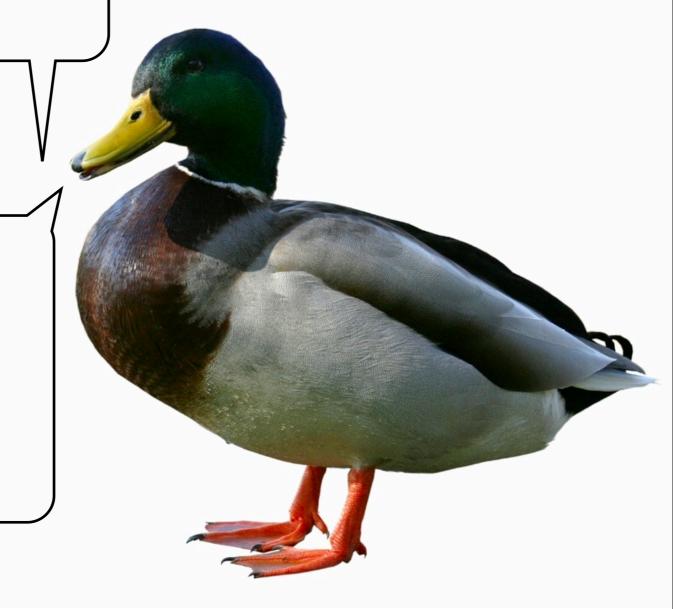
### Inheritance

A sub-class can derive from a base-class, inheriting its behavior and making behavior specific to the sub-class.

In Python inheritance is most useful for sharing implementation.

Loose coupling is great!

wink-wink, nudge-nudge





## **Classes Summary**

- All types in Python have a 'class'
- Classes define the structure and behavior of an object
- Class is determined when object is created
  - normally fixed for the lifetime
- Classes are the key support for Object-Oriented Programming in Python
- Classes defined using the class keyword followed by CamelCase name
- Class instances created by calling the class as if it were a function
- Instance methods are functions defined inside the class
  - Should accept an object instance called self as the first parameter
- Methods are called using instance.method()
  - Syntactic sugar for passing self instance to method
- The optional \_\_init\_\_() method initialized new instances
  - □ If present, the constructor calls \_\_init\_\_()
  - \_\_init\_\_() is not the constructor
- Arguments passed to the constructor are forwarded to the initializer



## **Classes Summary**

- Instance attributes are created simply by assigning to them
- Implementation details are denoted by a leading underscore
  - There are no public, protected or private access modifiers in Python
- Accessing implementation details can be very useful
  - Especially during development and debugging
- Class invariants should be established in the initializer
  - If the invariants can't be established raise exceptions to signal failure
- Methods can have docstrings, just like regular functions
- Classes can have docstrings
- Even within an object method calls must be preceded with self
- You can have as many classes and functions in a module as you wish
  - Related classes and global functions are usually grouped together this way
- Polymorphism in Python is achieved through duck typing
- Polymorphism in Python does not use shared base classes or interfaces
- Class inheritance is primarily useful for sharing implementation
- All methods are inherited, including special methods like the initializer

# python Exception Handling – Summary

- Strings support slicing, because they implement the sequence protocol
- Following the Law of Demeter can reduce coupling
- We can nest comprehensions
- It can sometimes be useful to discard the current item in a comprehension
- When dealing with one-based collections it's often easier just to waste one list entry.
- Don't feel compelled to use classes when a simple function will suffice
- Comprehensions or generator expression can be split over multiple lines
- Statements can be split over multiple lines using backslash
  - Use this feature sparingly and only when it improves readability
- Use "Tell! Don't ask." to avoid tight coupling between objects