

6.009: Fundamentals of Programming

Week 7 Lecture: Custom Types

28 March 2022

6.009: Goals

Our goals involve helping you develop your programming skills, in multiple aspects:

- **Programming:** analyzing problems, developing plans
- **Coding:** translating plans into Python
- **Debugging:** developing test cases, verifying correctness, finding and fixing errors

The main high-level focus in 6.009 is on **managing complexity of our programs** as they grow in terms of scope and scale.

To this end, we have spent time discussing (and practicing!):

- high-level design strategies
- details and "goodies" of Python
- good style
- testing and debugging strategies

One of our main tools here has been a **mental model** of Python's operation.



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Example (Python procedures):

- Primitives: `+`, `*`, `==`, `!=`, ...
- Combination: `if`, `while`, `f(g(x))`, ...
- Abstraction: `def`

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Example (Python types):

- Primitives: `int`, `float`, `str`, ...
- Combination: `list`, `set`, `dict`, ...
- Abstraction: `class`

Custom Types

Python provides a means of creating custom types: the `class` keyword

Today:

- Extending our mental model to include classes
- What is `self`?

Example: 2-D Vectors

On the next several slides, we will create a *class* to represent the general notion of 2-dimensional vectors.

Once we have created such a class, we can make *instances* of that class to represent specific 2-dimensional vectors.

Disclaimer: the code we will write next will all be *correct*, but we will start out using a lot of non-idiomatic things (though we will work up to better code).

Summary: Variable and Attribute Lookup

Looking up a *variable*:

1. look in the current frame first
2. if not found, look in the *parent* frame
3. if not found, look in that frame's parent frame
4. ...
5. if not found, look in the global frame
6. if not found, look in the builtins
7. if not found, raise a `NameError`

Summary: Variable and Attribute Lookup

Looking up an *attribute* (in an object, using "dot" notation):

1. look in the object itself
2. if not found, look in that object's *class*
3. if not found, look in that class's superclass
4. if not found, look in *that* class's superclass
5. ...
6. if not found and no more superclasses, raise an `AttributeError`

Summary: `self`

Additional weirdness: when looking up a class method by way of an instance, that instance will automatically be passed in as the first argument.

For example, the following two pieces of code will do the same thing, if `x` is an instance of class `Foo`:

```
Foo.bar(x, 1, 2, 3)
```

```
x.bar(1, 2, 3)
```

By convention, this first parameter is usually called `self`. Even though it's not strictly necessary, it's a good idea to follow that convention.

Integrating More Closely With Python

Python offers ways to integrate things more tightly into the language: “magic” methods or “dunder” methods. For example:

- `print(x)` is translated implicitly to `print(x.__str__())`
- `abs(x)` is translated implicitly to `x.__abs__()`
- `x + y` is translated implicitly to `x.__add__(y)`
- `x - y` is translated implicitly to `x.__sub__(y)`
- `x[y]` is translated implicitly to `x.__getitem__(y)`
- `x[y] = z` is translated implicitly to `x.__setitem__(y, z)`

For a full list, see:

<https://docs.python.org/3/reference/datamodel.html>, Section 3.3