Aaron T. Dean
28 FEB 2024
IT FDN 101 A - Foundations in Programming: Python
Assignment07
https://github.com/every-place/IntroToProg-Python-Mod07

Assignment07 – Classes and Objects

Introduction

This document provides a record of my experience in completing the Week 07 assignment for this Python class. This week, we covered class properties and objects and discussed inheritance.

Class Properties

We dove further into classes this week to utilize properties for more granular definition. Getters and setters are used to maintain data validation. I saw it as tedious at first, but I know that developing this level of class quality as a habit will save a lot of head-scratching troubleshooting in the future.

Objects

As we refine our code to incorporate classes, we are laying the foundation of object-oriented programming. I can see how building objects and manipulating them can be an effective way to approach designing software that accomplishes certain things in the real world. We all deal with things that have particular attributes and behave predictably. A toaster is an example. If we had a toaster as a class, we could change the setting, insert bread, override the popup timer, etc., just like the parameters of a function.

Inheritance

The concept of inheritance is exciting to me. I have written so many lines of code that were repeats of previous lines in other functions. The idea of being able to use pre-defined code as a part of a function makes the idea of building complex applications more bearable. I am looking forward to developing the core classes and writing the variations as efficiently as possible.

Summary

Once again, I feel more like I am developing professional habits in writing code. This is building my confidence in being able to code at a high standard. Not only is that good for job opportunities, but it makes the experience less stressful when you can avoid foreseeable pitfalls.