Perl in Bioinformatics

Gang Chen chengang@bgitechsolutions.com

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Outline

- Objec Oriented Prorgamming
- 2 OOP in Perl
- Bioinformatics Projects in Perl

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 - Basic Ideas
 - Concepts
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 - Cirocs
 - BioPerl

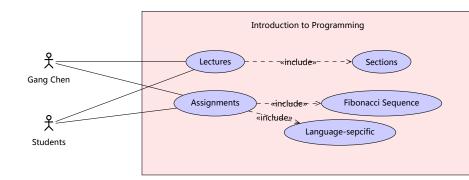


Object-oriented Programming (OOP)

- OO is a language-indedependent concept
- in principle not limited to programming (OO design)
 databases, business plans
- improves reusability and exchangability of code
- separation of partial problems
- "real world" modelling
- representation in Universal Markup Language (UML)

Basic Ideas

Object-oriented Programming (OOP)



Basic ideas

- Everything is an object Gang, students, lecture project, world, spy, information
- Objects interact by sending/receiving messages
 Gang → students: object orientation is a concept world → map: what is the object at position X?
- An object consists of objects

 a course consists of lectures
 a world consists of land or water fields





Basic ideas

- Every object has a type
 Gang is a teacher
 the map is a rectangle of land / water fields
- All objects of the same type understand the same messages all students hear the lecture all spies can retrieve information

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Classes, Interfaces and Methodse

	_	
World	class	Мар
spies : ListOfSpies	attributes	tiles: Vector
setSpyCount(count: int) getSpyCount(): int getMap(): Map	methods	getWidth() : getHeight() at(x: int, y:in

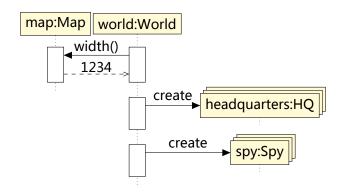
ectorOfTiles lth(): int ght(): int at(x: int, y:int): Tile

Classes, Interfaces and Methods

- classes describe the type of objects (define their interface)
- the interface consists of methods and attributes / properties
- methods
 - are functions that operate on objects of this class
 - can take extra arguments of arbitrary types
 - can return values of arbitrary types
- attributes are objects of arbitrary other types



Objects/Instances



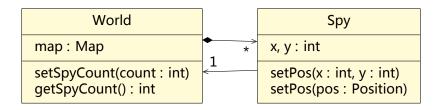
- every object has an immutable class assigned when it is created
- objects communicate via their class interfaces name for the class interfaces of the first the class interfaces of the class the class
- classes can communicate via static member functions

Overloading and signature

Spy setPos(x : int, y : int) setPos(pos: Position)

- a method is described by name and signature
- signature is formed by the types of all taken arguments
 - setPos(x : int, y : int)
 - setPos(pos: Position)
- methods with identical names but different arguments can exist in one class -- overloading

Composing classes

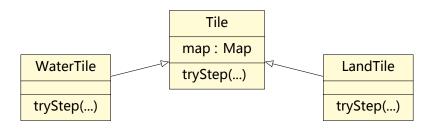


- objects are made of objects (attributes) --classes declare the types of these objects
- simple attributes appear below class name
- complex classes shown as composition
- "has-a" or "has-many" relations:
 - a world hosts many spies,
 - a spy belongs to one world



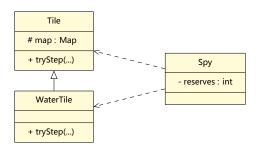


Inheritance and class hierarchy



- subclasses of classes -- class hierarchy
- subclasses inherit methods and attributes of all superclasses
- no need to duplicate code
- .. but methods might behave differently (polymorphism)
- abstract classes implement only parts of the interface

Implementation hiding



- public (`+') elements are visible to all
- protected (`#') elements are only visible to derived classes
- private (`-') attributes or methods are not visible to other objects
- map is protected ⇒ visible to Water™e protected ⇒ visible to Water™e protected
- Spy can access tryStep of all tiles

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OOP in Perl

- A class is a package.
- An object is a reference that knows its class.
- A method is a subroutine.

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OOP in Perl: Example

- snp.pm
- runoop.pl

Other OOP Systems in Perl

Moose

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Annovar

Annovar

ANNOVAR: Functional annotation of genetic variants from high-throughput sequencing data

http://www.openbioinformatics.org/annovar/

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Circos

Circos

Circos is a software package for visualizing data and information. It visualizes data in a circular layout — this makes Circos ideal for exploring relationships between objects or positions.

http://circos.ca



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BioPerl

BioPerl

http://bioperl.org

Installation

- from source
- cpan (recommended)

Thanks!

