cs106r.com

CS106R

Logistics

Login

Class Information

Schools:

Curitiba, BR Colegio SESC São Jose Colegio Bom Jesus Centro Colegio Bom Jesus Lourdes

Dates:

7 Weeks July 30 to September 14

Teachers:

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Geoffrey Angus gangus@stanford.edu

About:

CS105R is a pioneer, introductory computer science course designed for high-schoolers with no prior computer science experience. Students will learn much of the same material as Stanford's introductory computer science class, CS106A. However, we have tailored the notes, exercises and projects for those who speak English as a second language.

Week 5

Complex Objects

Notes

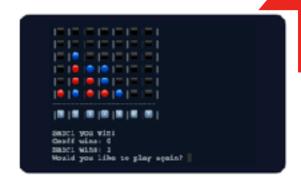
Complex Objects

Exercises

Caixa Eletrônico

Projects

Connect4



This week we will learn how to use objects made of objects.

Important links:

- Attendance (Week 5)
- The Python Standard Library

Learning Objectives

- 1.) Member Functions
- 2.) Attributes

Slides

Week 6

CS106R

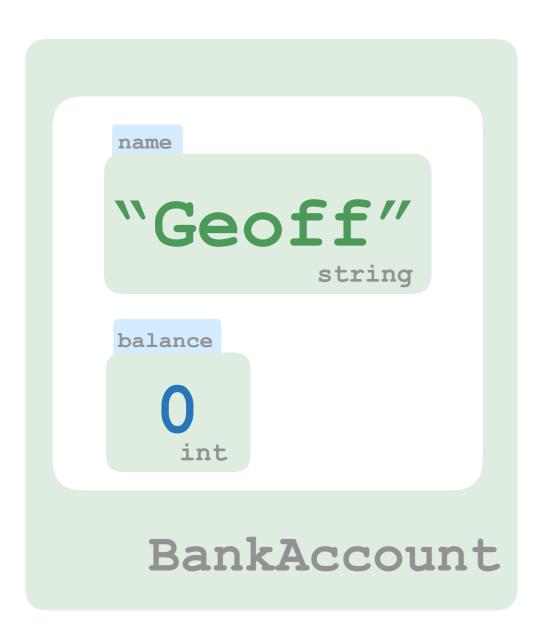
Sabri **Eyuboglu** & Geoffrey **Angus**

Last week on CS106R...

Last week:

Complex Objects

BankAccount class



account_1 = BankAccount("Geoff")

```
name
"Geoff"
        string
balance
100
 BankAccount
```

```
account_1 = BankAccount("Geoff")
account_1.balance = 100
```

This week on CS106R...

This week:

Object Functions

Object Functions

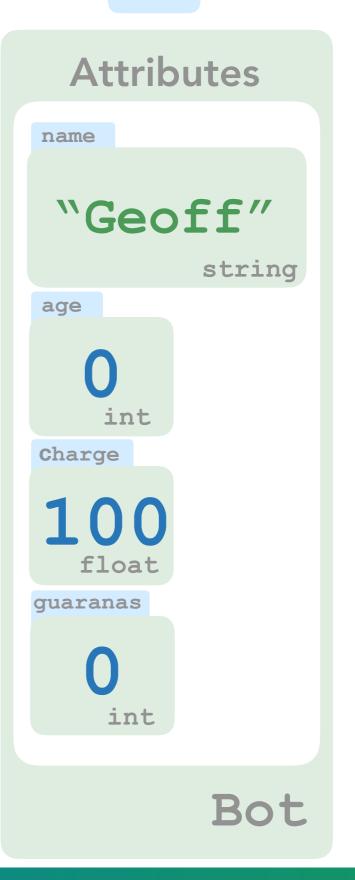
Use and modify attributes

```
bot = Bot("Geoff")
bot . go_to_store()
bot . buy_guarana()
```

Revisiting the

Bot class

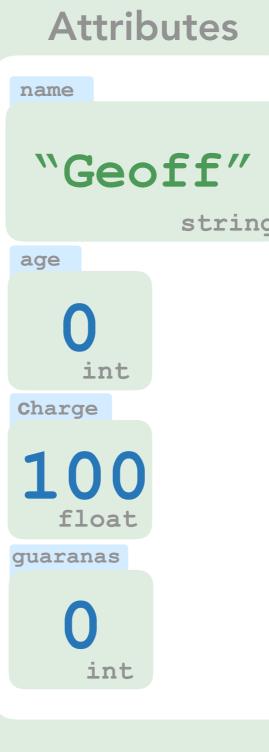
```
Bot("Geoff")
bot =
```



```
bot = Bot("Geoff")
```

Attributes Functions name go_to_store() "Geoff" string has guarana() age buy_guarana() int Charge buy_guaranas(num) float guaranas int

```
Bot("Geoff")
bot =
bot
```



```
Functions
        go_to_store()
string
        has guarana()
        buy_guarana()
        buy_guaranas(num)
```

```
Bot("Geoff")
bot =
bot .
```

```
Attributes
name
 "Geoff"
          string
age
    int
Charge
  float
guaranas
    int
```

```
Functions
go_to_store()
has guarana()
buy_guarana()
buy_guaranas(num)
```

```
bot = Bot("Geoff")

bot . go_to_store()
```

```
Attributes
name
 "Geoff"
          string
age
    int
Charge
  float
guaranas
    int
```

```
Functions
go_to_store()
has guarana()
buy_guarana()
buy guaranas(num)
```

```
bot = Bot("Geoff")
bot . go_to_store()
```

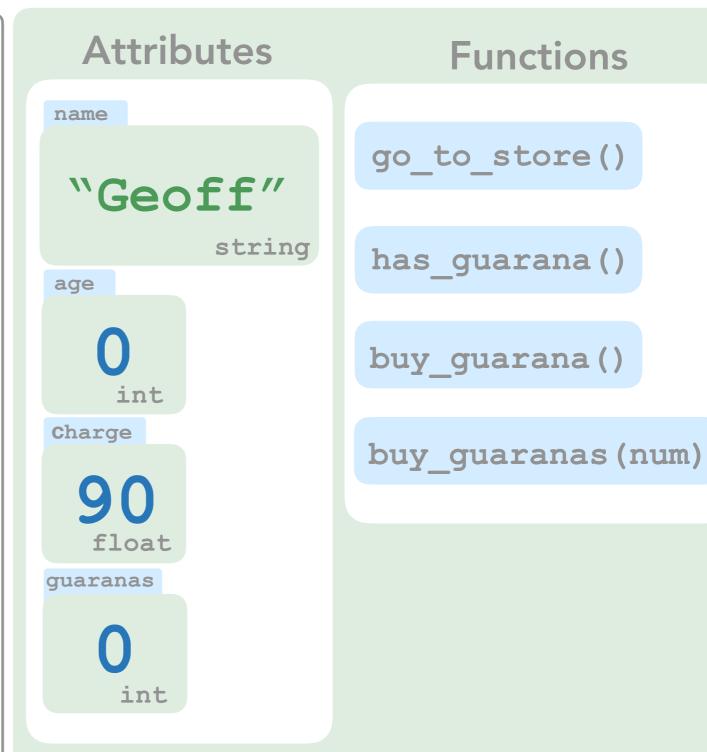
```
Attributes
name
 "Geoff"
          string
age
    int
Charge
  float
guaranas
    int
```

```
Functions
go_to_store()
has guarana()
buy_guarana()
buy guaranas(num)
```

```
bot = Bot("Geoff")

bot . go_to_store()

if
```

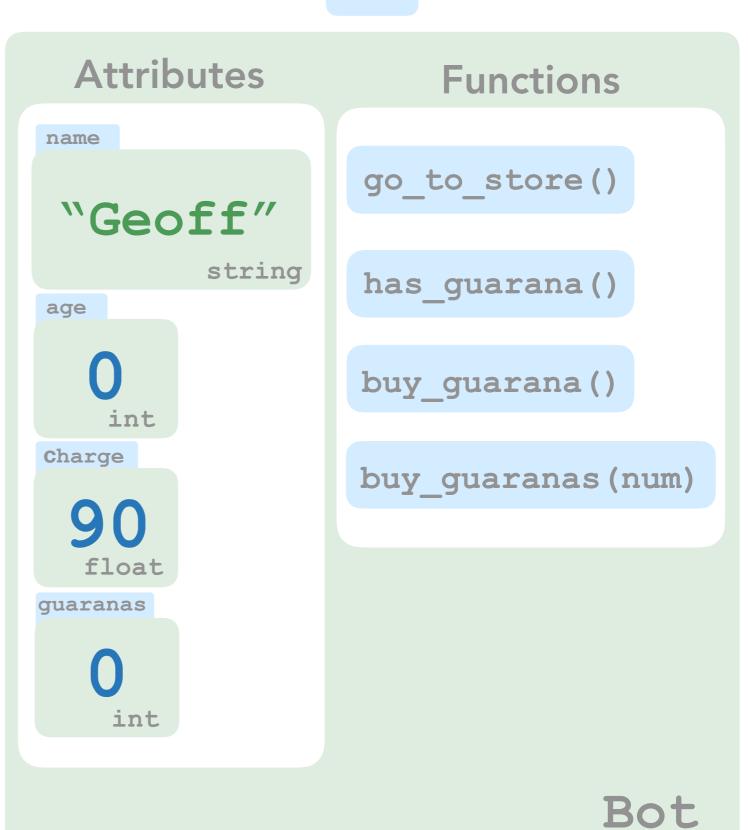


Slide 20

```
bot = Bot("Geoff")

bot . go_to_store()

if bot .
```



```
bot = Bot("Geoff")
bot . go_to_store()
if bot . has_guarana():
```

```
Attributes
                      Functions
name
                  go_to_store()
 "Geoff"
         string
                  has guarana()
age
                  buy_guarana()
   int
Charge
                  buy guaranas(num)
  float
guaranas
    int
```

```
bot = Bot("Geoff")
bot . go_to_store()
if bot .
         has guarana():
  bot
```

```
Attributes
name
 "Geoff"
          string
age
    int
Charge
  float
guaranas
    int
```

```
Functions
go to store()
has guarana()
buy_guarana()
buy guaranas(num)
```

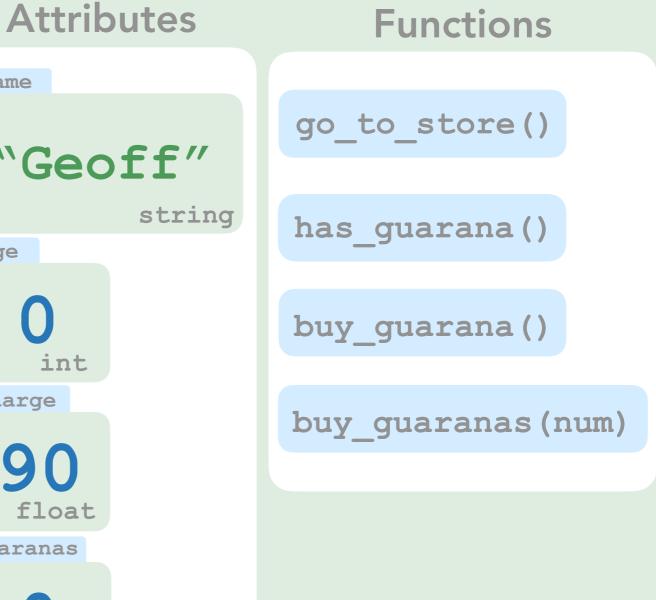
```
bot = Bot("Geoff")
bot . go_to_store()
if bot .
         has guarana():
  bot
      buy guaranas(num)
```

```
name
 "Geoff"
          string
age
    int
Charge
  float
guaranas
    int
```

```
Attributes
                   Functions
               go_to_store()
               has guarana()
               buy_guarana()
               buy guaranas(num)
```

```
bot = Bot("Geoff")
bot . go_to_store()
if bot .
         has guarana():
  bot
      . buy guaranas (10)
```

```
name
 "Geoff"
          string
age
    int
Charge
  float
guaranas
    int
```



```
bot = Bot("Geoff")
bot . go_to_store()
if bot .
         has guarana():
  bot
      . buy guaranas (10)
```

```
Attributes
name
                  go_to_store()
 "Geoff"
         string
                  has guarana()
age
                  buy_guarana()
   int
Charge
 85
  float
guaranas
 10
    int
```

Functions buy guaranas(num)

Object Functions

Use and modify attributes

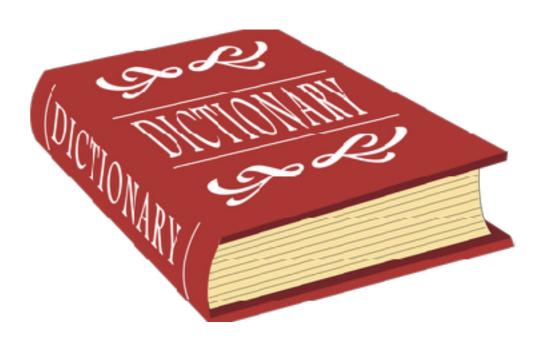
```
bot = Bot("Geoff")
bot . go_to_store()
bot . buy_guarana()
```

Next:

Collection Classes

Dict

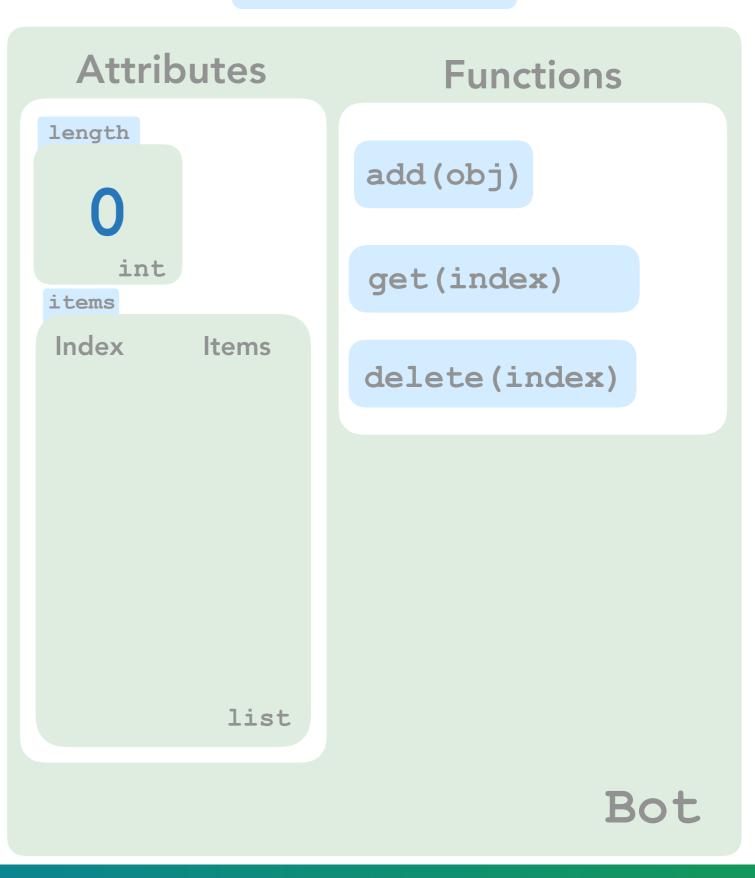


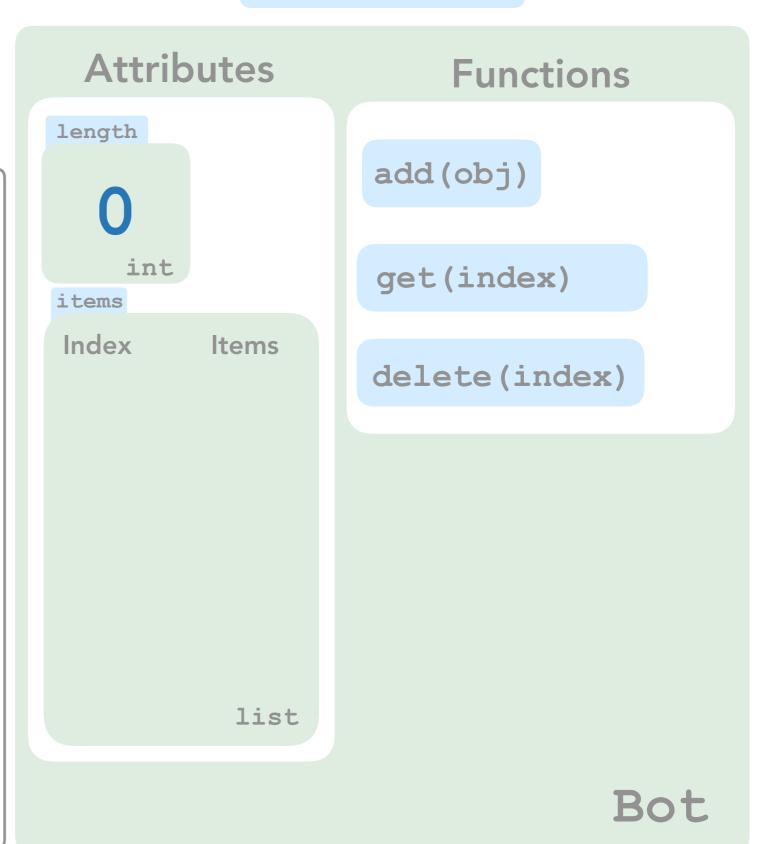




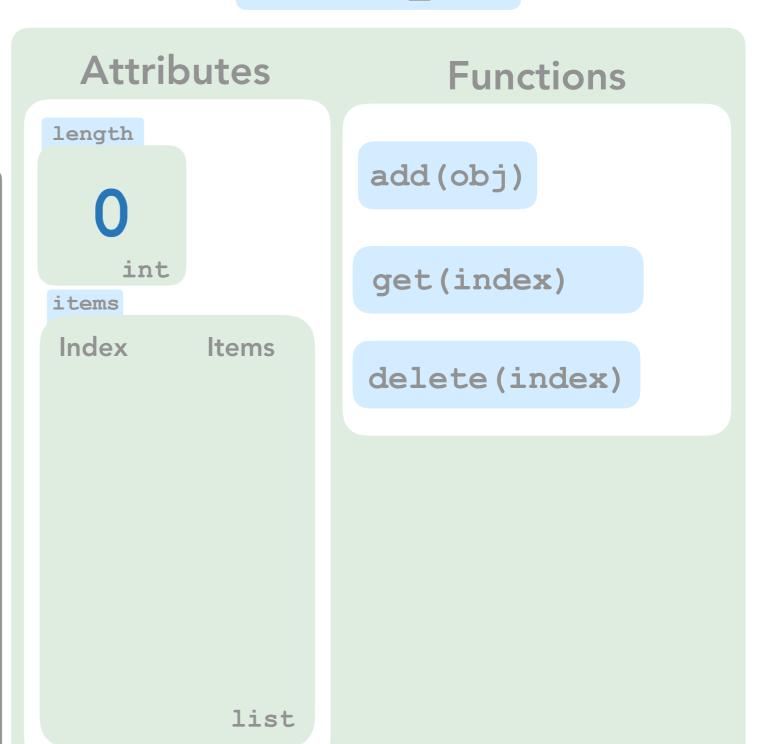


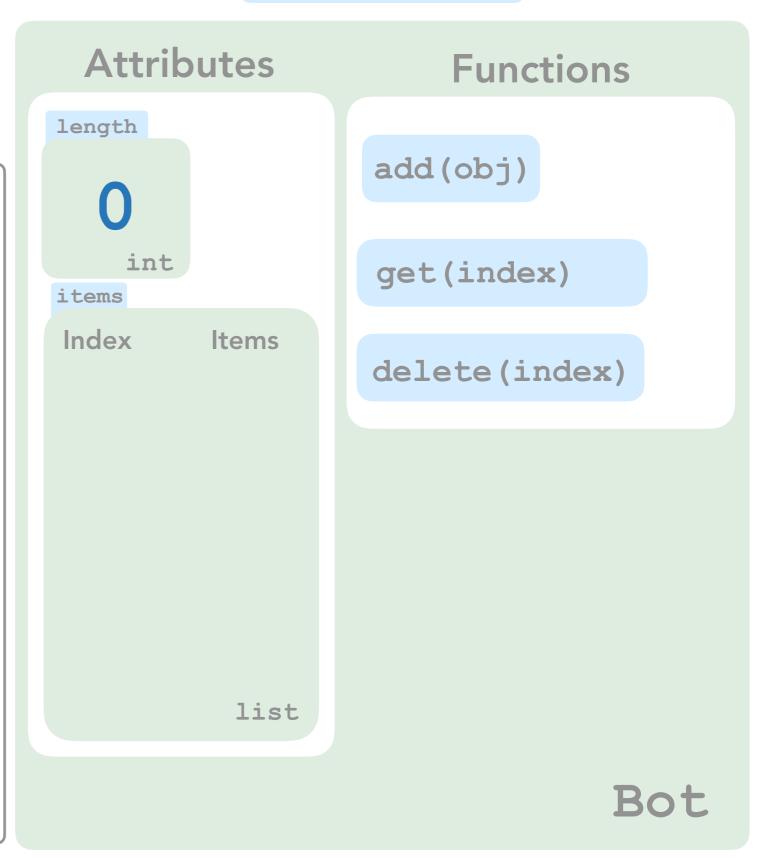




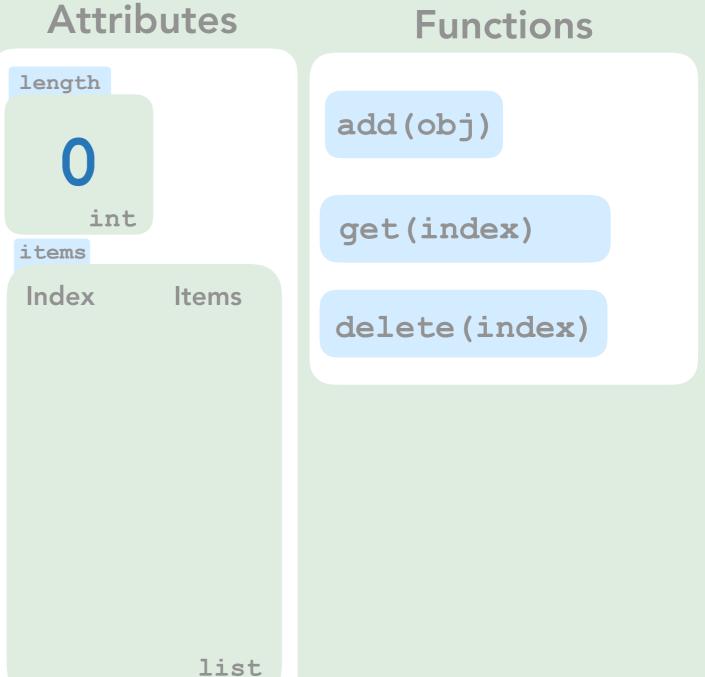


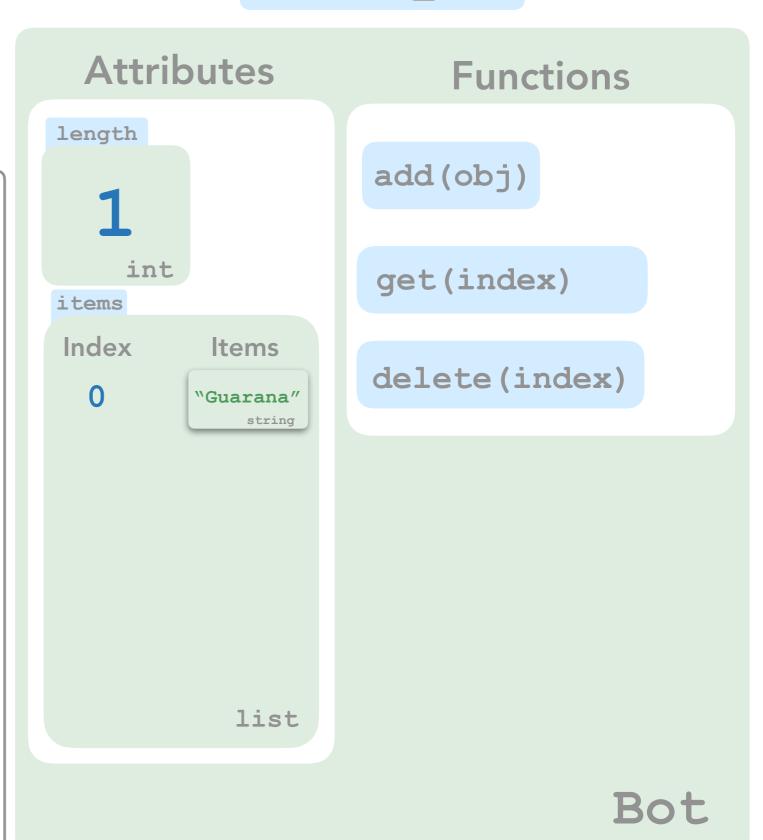
Code











Code

Attributes Functions



add(obj)

get(index)

delete(index)

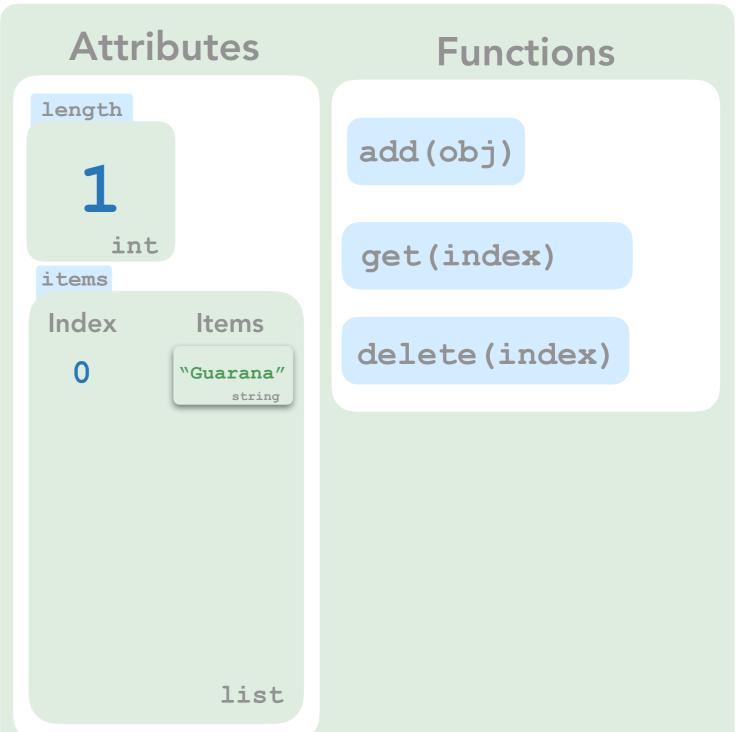
Code

Attributes length int items Index ltems "Guarana" string

list

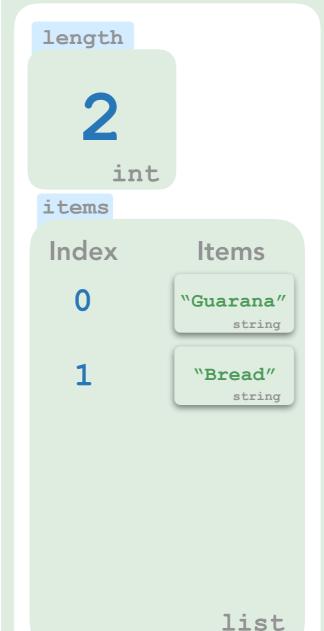


Code



Code

Attributes



Functions

add(obj)

get(index)

delete(index)

Code



Attributes



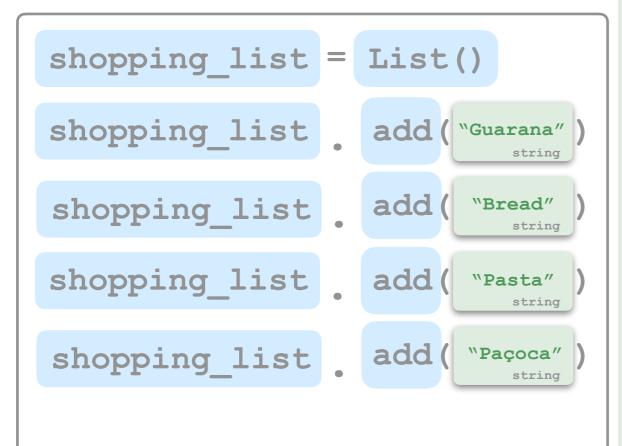
Functions

add(obj)

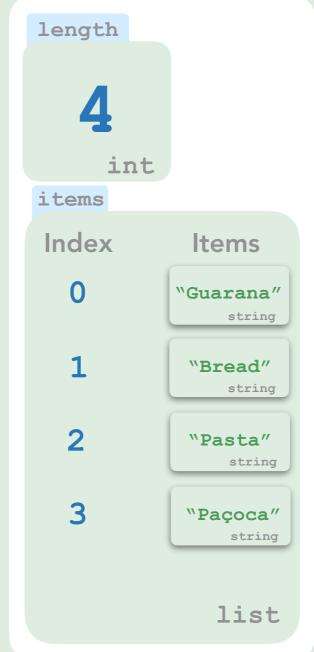
get(index)

delete(index)

Code



Attributes



Functions

add(obj)

get(index)

delete(index)

Code

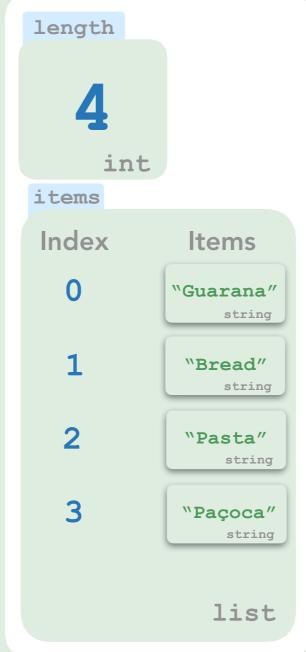
SHOPPING_IIS



Code



Attributes



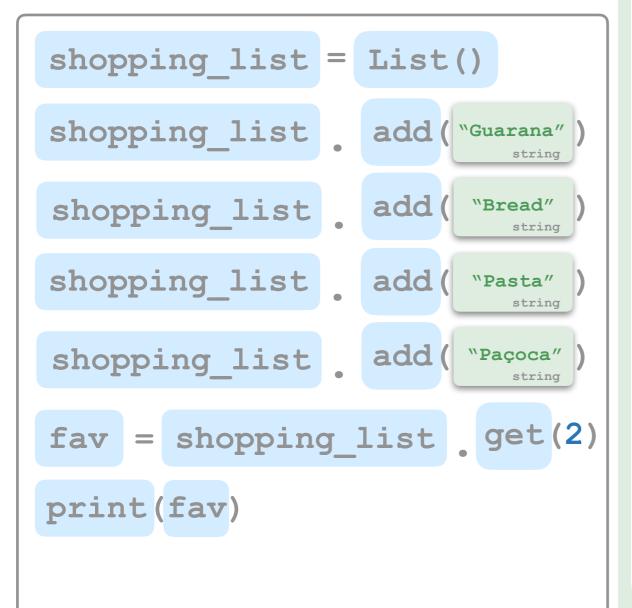
Functions

add(obj)

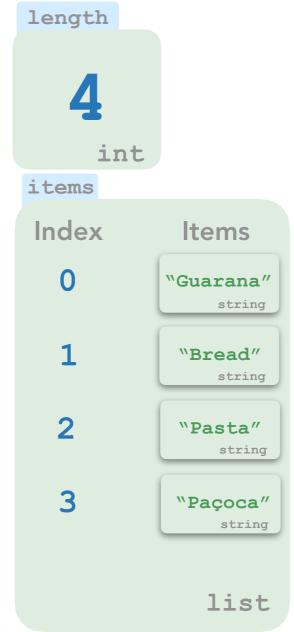
get(index)

delete(index)

Code



Attributes



Functions

add(obj)

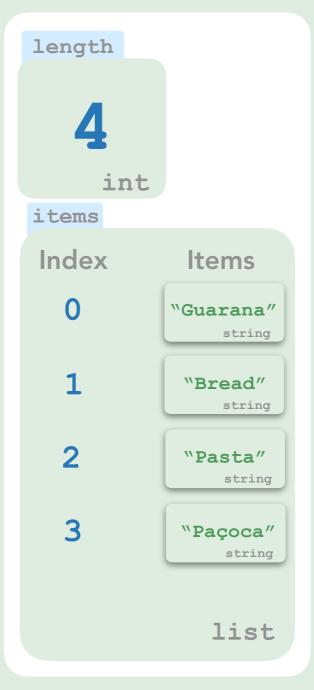
get(index)

delete(index)

Code

```
shopping_list =
                 List()
shopping_list
                  add (
                       "Guarana"
                  add (
shopping list
                        "Bread"
shopping_list
                  add
                        "Pasta"
shopping_list .
                  add (
                        "Paçoca"
fav = shopping_list
                        get (2)
print(fav)
```

Attributes



Functions

add(obj)

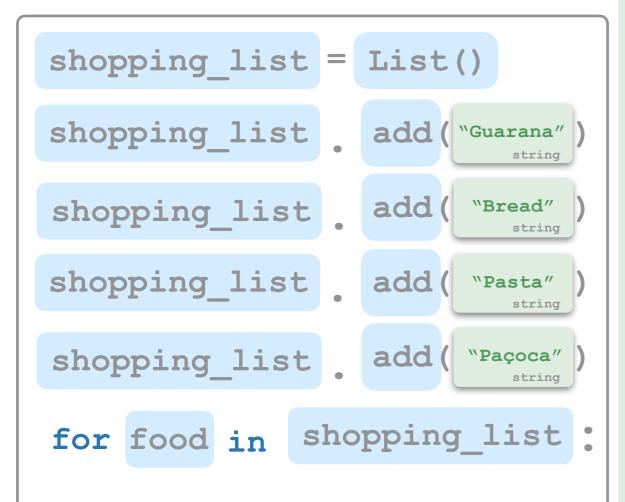
get(index)

delete(index)

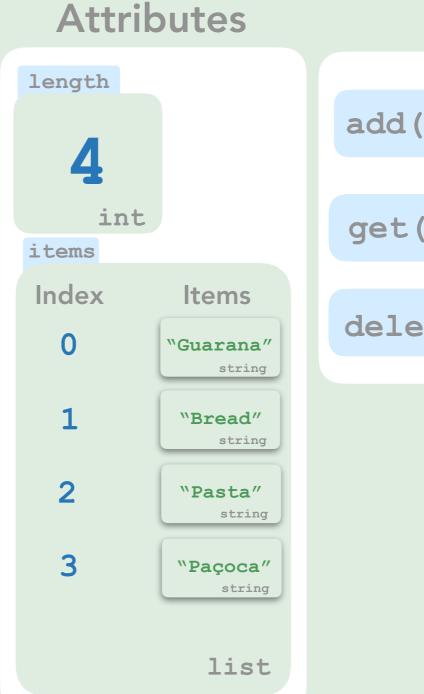
Bot

Pasta

Code



SHOPPING_IIS



Functions

add(obj)

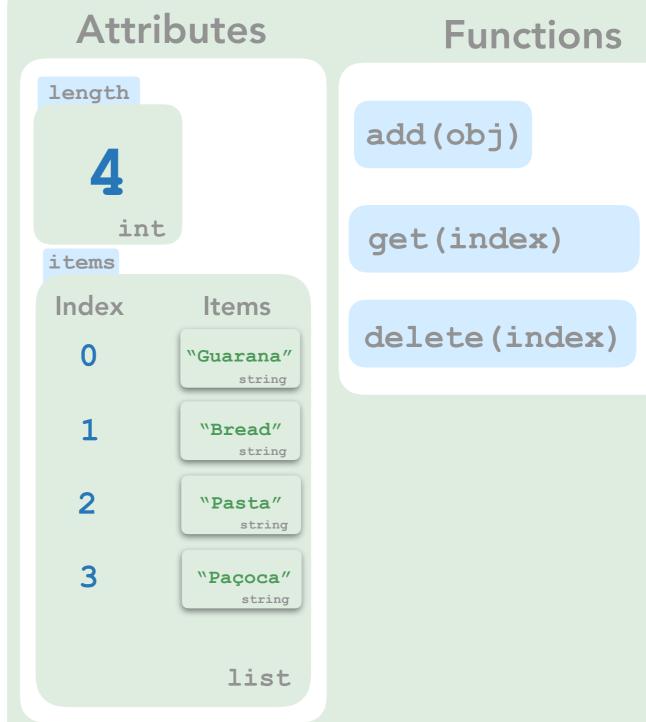
get(index)

delete(index)

Code

```
shopping_list =
                 List()
shopping_list
                  add (
                      "Guarana"
                  add (
shopping list
                       "Bread"
shopping_list
                  add
                       "Pasta"
                  add (
shopping_list .
                       "Paçoca"
              shopping list:
for food in
   print(food)
```

Shopping_ris



Code

```
shopping_list =
                 List()
shopping_list
                  add (
                      "Guarana"
                  add (
shopping list
                        "Bread"
shopping_list
                  add
                        "Pasta"
                  add (
shopping_list .
                       "Paçoca"
for food in shopping list:
   print(food)
```

Attributes length 4 int

Index Items

0

string

"Guarana"

"Bread"

"Pasta"

string

string

3 "Paçoca" string

list

Functions

add(obj)

get(index)

delete(index)

Bot

Guarana

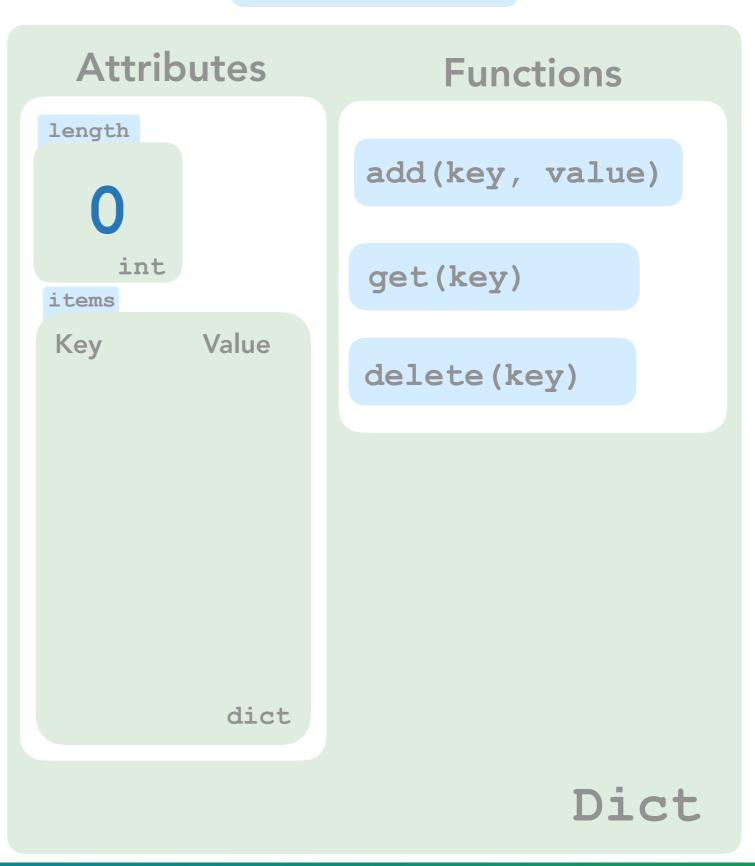
Bread

Pasta

Paçoca

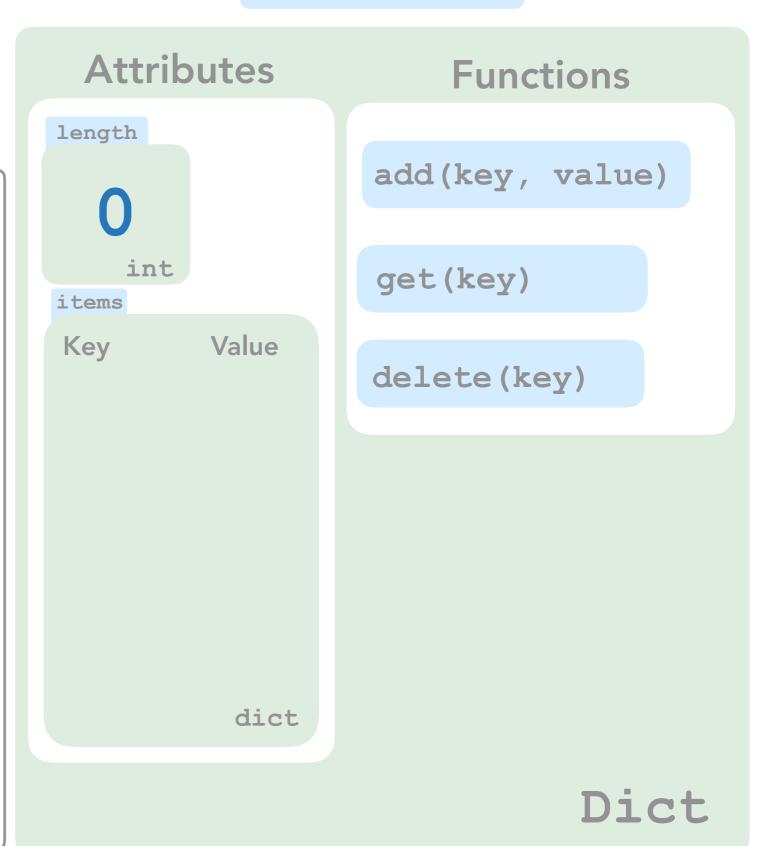


Code





Code



Code

Attributes



dict

Functions

add(key, value)

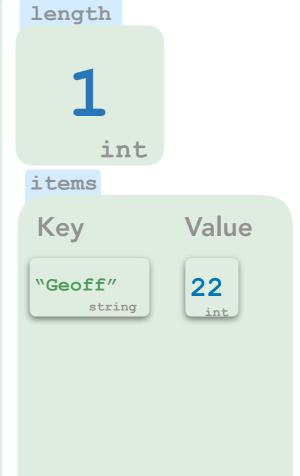
get(key)

delete(key)



Code

Attributes



dict

Functions

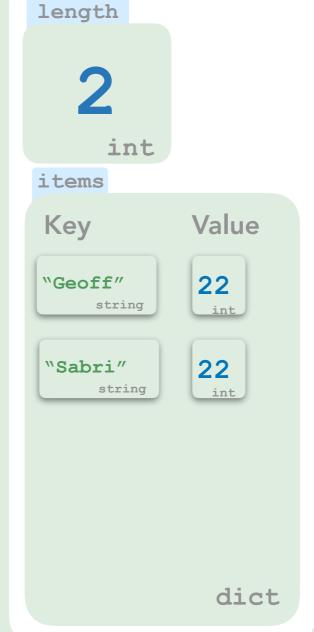
add(key, value)

get(key)

delete (key)

Code

Attributes length int items



Functions

add(key, value)

get(key)

delete(key)

Code



Attributes



Functions

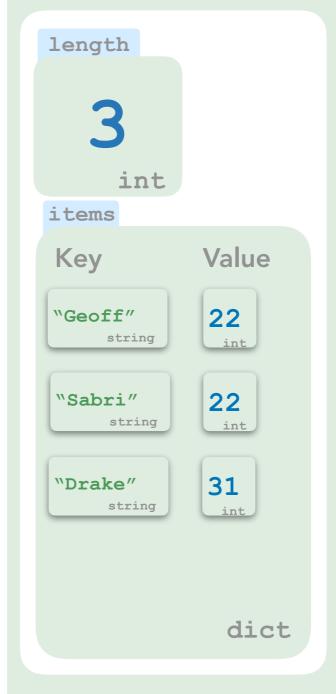
add(key, value)

get(key)

delete (key)

Code

Attributes



Functions

add(key, value)

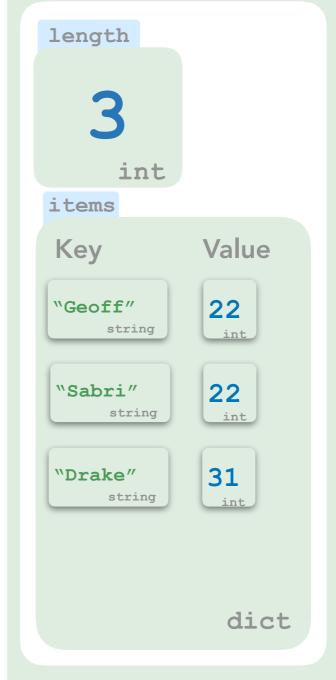
get(key)

delete(key)

Code



Attributes



Functions

add(key, value)

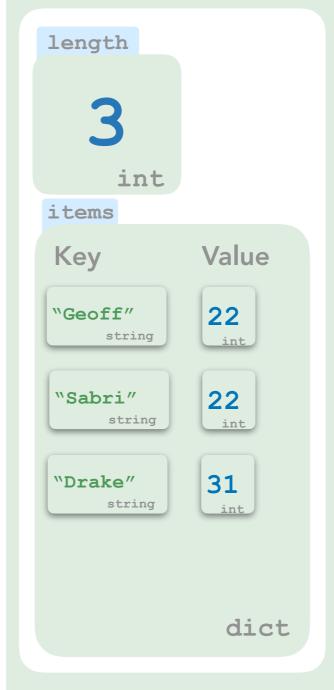
get(key)

delete(key)

Code

```
= Dict()
 birthdays
                add ( "Geoff" ,22 )
 birthdays
                add ( "Sabri" ,22 )
 birthdays
                 add ( "Drake" , 31 )
 birthdays
print(31)
```

Attributes



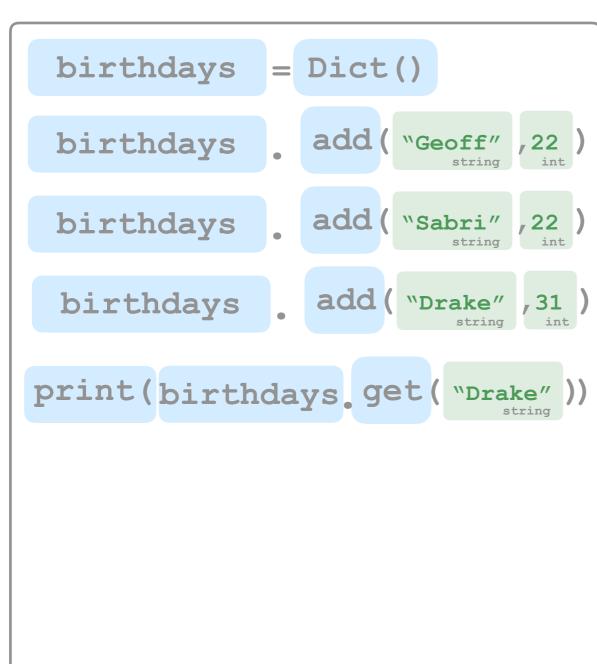
Functions

add(key, value)

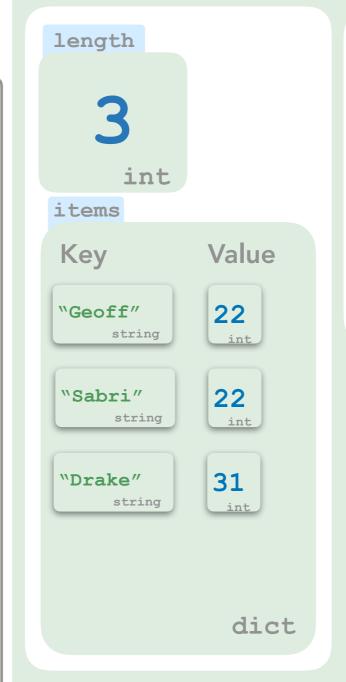
get(key)

delete(key)

Code



Attributes



Functions

add(key, value)

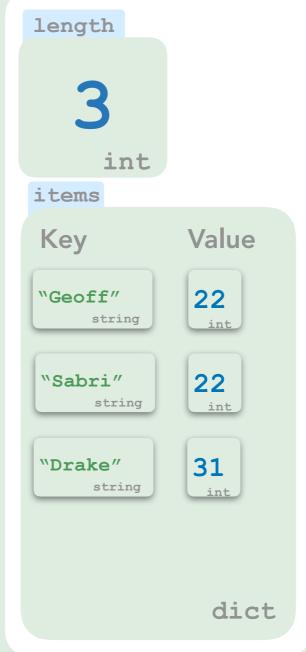
get(key)

delete(key)

Code



Attributes



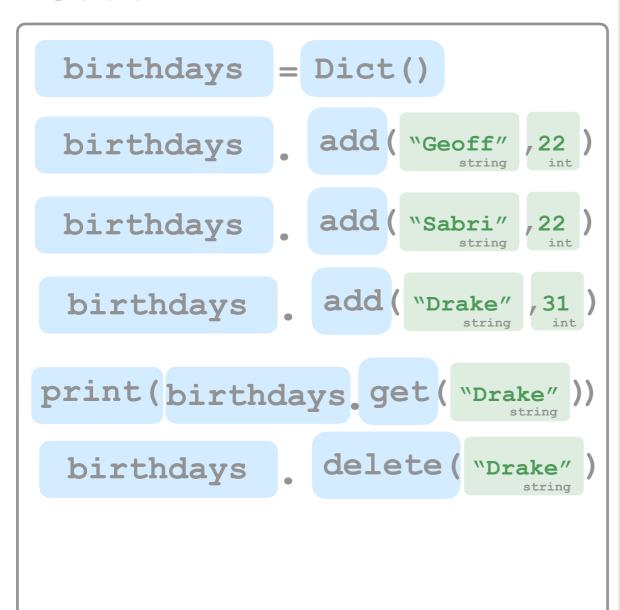
Functions

add(key, value)

get(key)

delete(key)

Code



Attributes



Functions

add(key, value)

get(key)

delete(key)