

# Python Objects

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Python for Everybody  
[www.py4e.com](http://www.py4e.com)



# Warning

- This lecture is very much about definitions and mechanics for objects
- This lecture is a lot more about “how it works” and less about “how you use it”
- You won’t get the entire picture until this is all looked at in the context of a real problem
- So please suspend disbelief and learn technique for the next 40 or so slides...

## 5. Data Structures

This chapter describes some things you've learned about already in more detail, and adds some new things as well.

### 5.1. More on Lists

The list data type has some more methods. Here are all of the methods of list **objects**:

`list.append(x)`

Add an item to the end of the list. Equivalent to `a[len(a):] = [x]`.

`list.extend(L)`

Extend the list by appending all the items in the given list. Equivalent to `a[len(a):] = L`.

`list.insert(i, x)`

Insert an item at a given position. The first argument is the index of the element before which to insert, so `a.insert(0, x)` inserts at the front of the list, and `a.insert(len(a), x)` is equivalent to `a.append(x)`.

`list.remove(x)`

Remove the first item from the list whose value is `x`. It is an error if there is no such item.

`list.pop([i])`

Remove the item at the given position in the list, and return it. If no index is specified, `a.pop()` removes and returns the last item in the list. (The square brackets around the `i` in the method signature denote that the parameter is optional, not that you should type square brackets at that position. You will see this notation frequently in the Python Library Reference.)

## 12.6. `sqlite3` — DB-API 2.0 interface for SQLite databases

Source code: [Lib/sqlite3/](#)

SQLite is a C library that provides a lightweight disk-based database that doesn't require a separate server process and allows accessing the database using a nonstandard variant of the SQL query language. Some applications can use SQLite for internal data storage. It's also possible to prototype an application using SQLite and then port the code to a larger database such as PostgreSQL or Oracle.

The `sqlite3` module was written by Gerhard Häring. It provides a SQL interface compliant with the DB-API 2.0 specification described by [PEP 249](#).

To use the module, you must first create a `Connection` object that represents the database. Here the data will be stored in the `example.db` file:

```
import sqlite3
conn = sqlite3.connect('example.db')
```

You can also supply the special name `:memory:` to create a database in RAM.

Once you have a `Connection`, you can create a `Cursor` object and call its `execute()` method to perform SQL commands:

```
c = conn.cursor()

# Create table
c.execute('''CREATE TABLE stocks
            (date text, trans text, symbol text, qty real, price real)''')
```

<https://docs.python.org/3/library/sqlite3.html>

Lets Start with Programs



```
inp = input('Europe floor?')  
usf = int(inp) + 1  
print('US floor', usf)
```

Europe floor? 0  
US floor 1



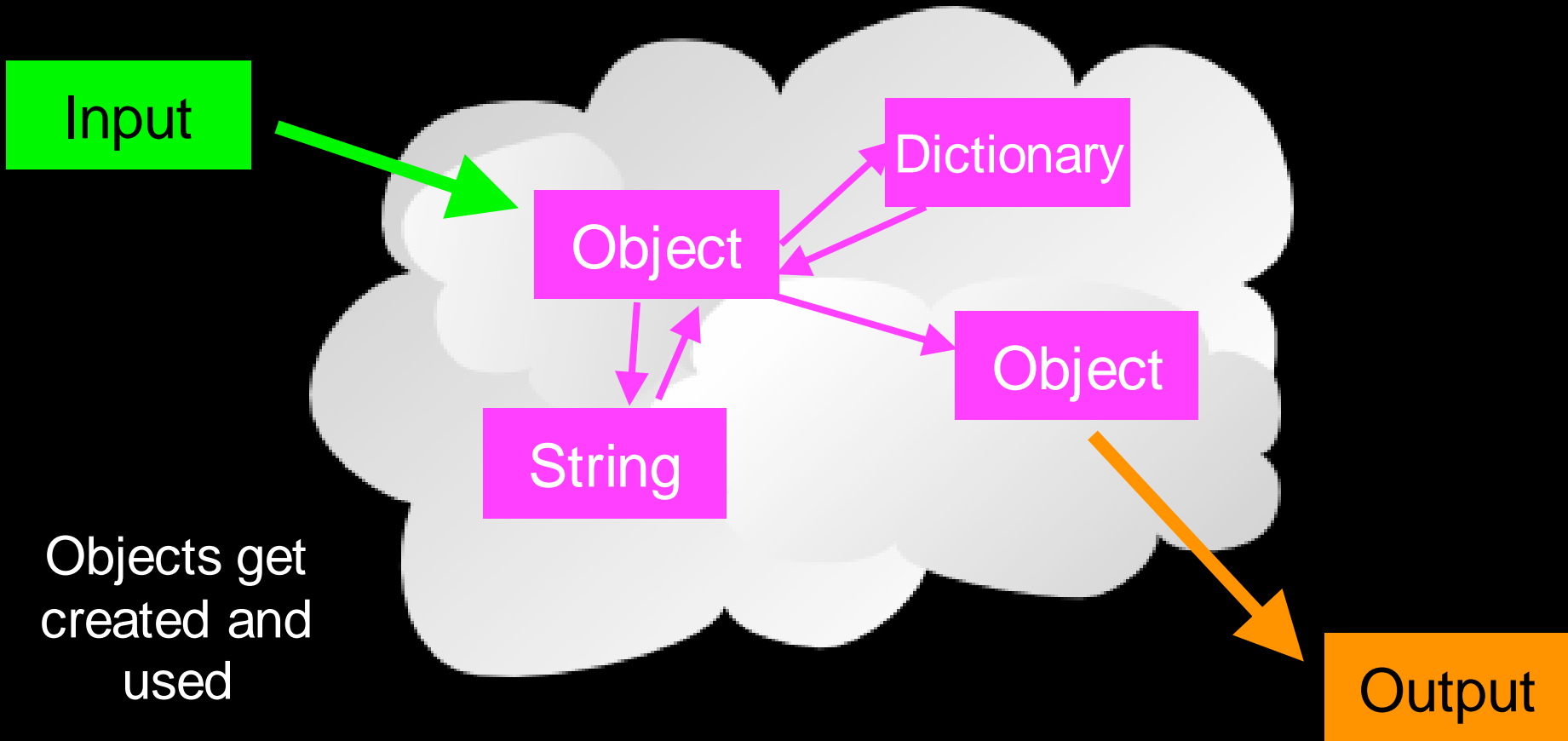
# Object Oriented

- A program is made up of many cooperating objects
- Instead of being the “whole program” - each object is a little “island” within the program and cooperatively working with other objects
- A program is made up of one or more objects working together - objects make use of each other’s capabilities

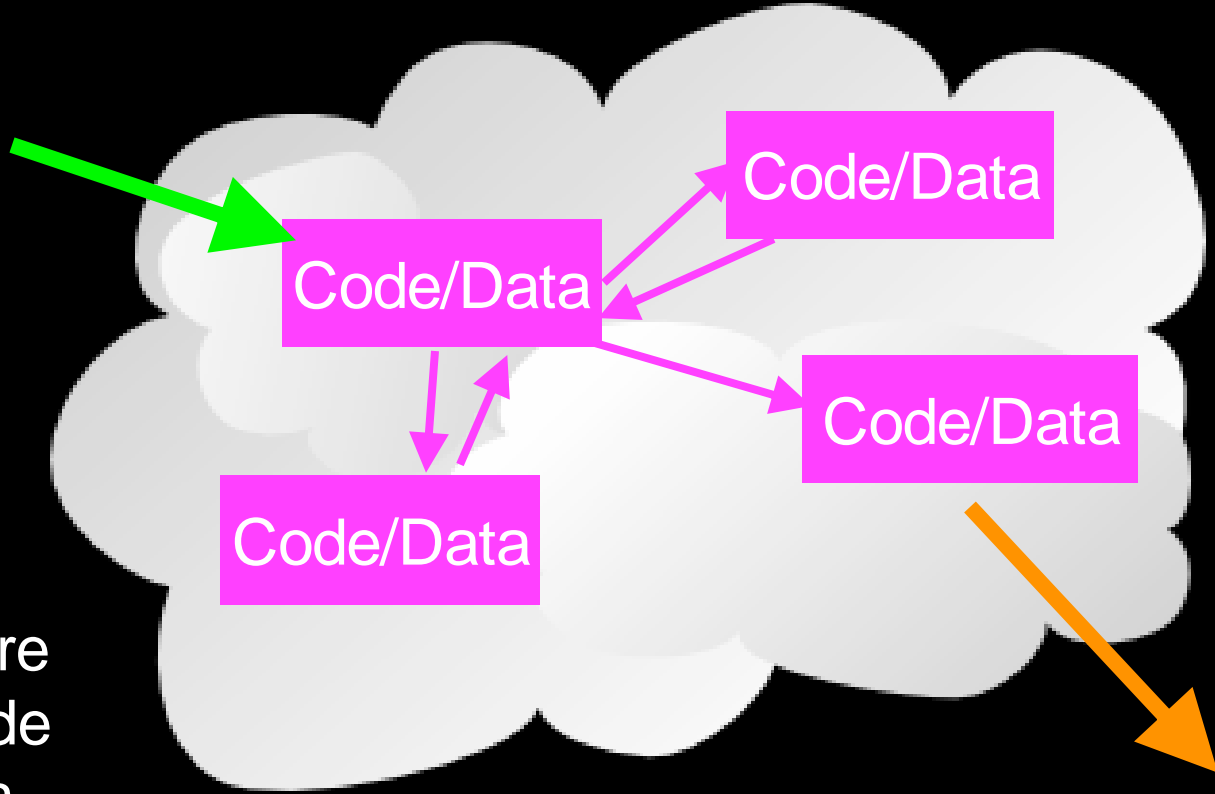
# Object

- An Object is a bit of self-contained Code and Data
- A key aspect of the Object approach is to break the problem into smaller understandable parts (divide and conquer)
- Objects have boundaries that allow us to ignore un-needed detail
- We have been using objects all along: String Objects, Integer Objects, Dictionary Objects, List Objects...





Input



Code/Data

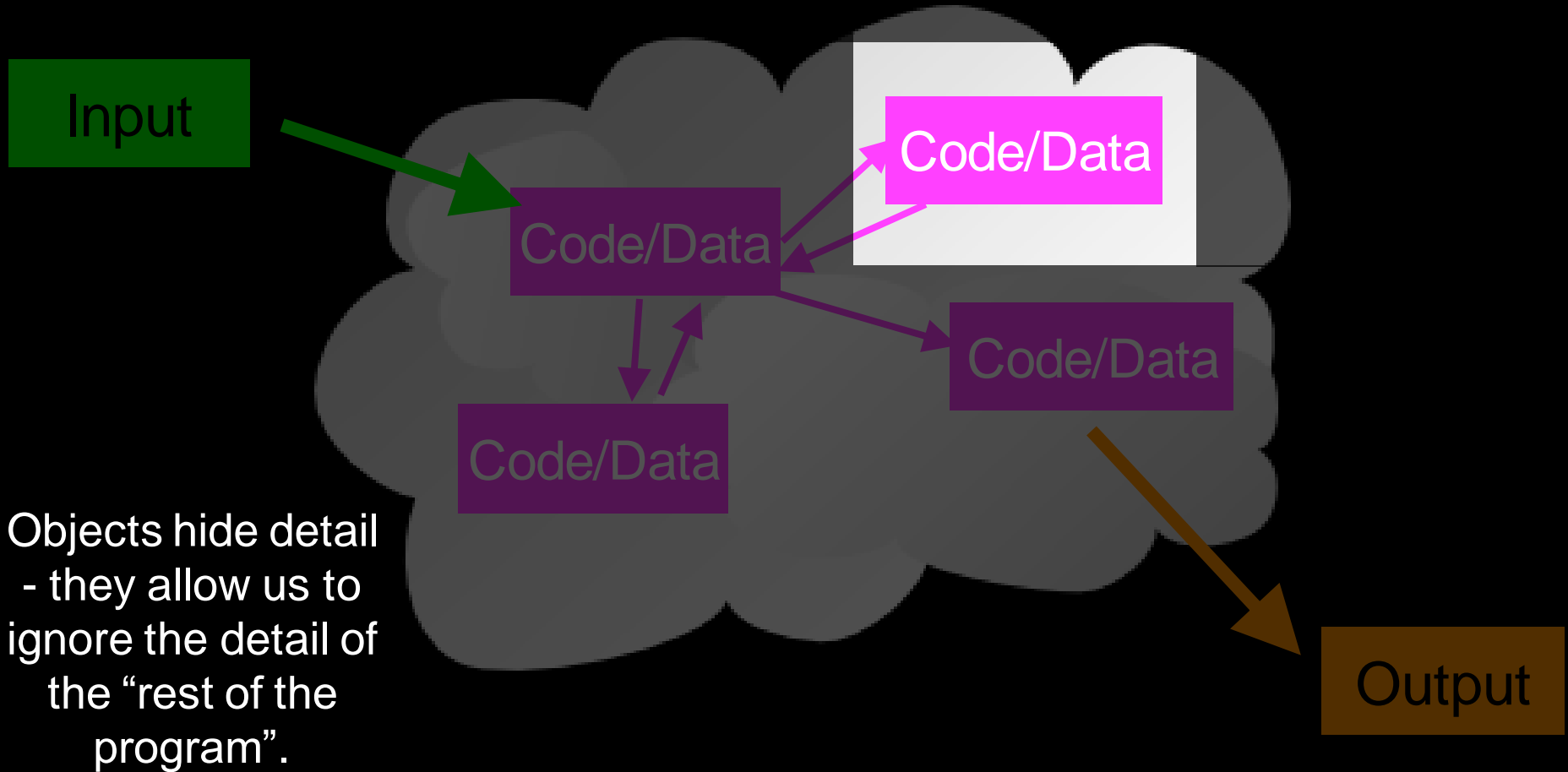
Code/Data

Code/Data

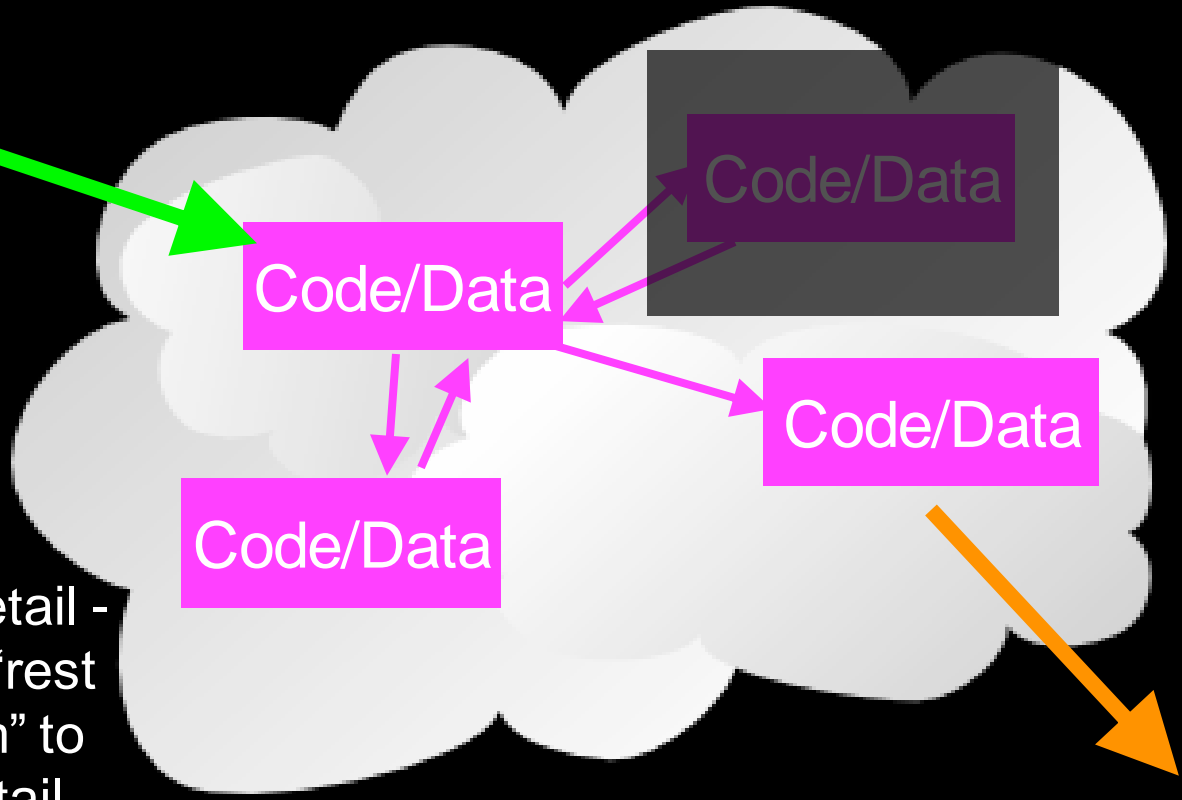
Code/Data

Output

Objects are  
bits of code  
and data



Input



Output

Objects hide detail -  
they allow the “rest  
of the program” to  
ignore the detail  
about “us”.

# Definitions



- **Class** - a template
- **Method or Message** - A defined capability of a class
- **Field or attribute**- A bit of data in a class
- **Object or Instance** - A particular instance of a class

# Terminology: Class



Defines the abstract characteristics of a thing (object), including the thing's characteristics (its attributes, **fields** or **properties**) and the thing's behaviors (the things it can do, or **methods**, operations or features). One might say that a **class** is a **blueprint** or factory that describes the nature of something. For example, the **class** Dog would consist of traits shared by all dogs, such as breed and fur color (characteristics), and the ability to bark and sit (behaviors).

[http://en.wikipedia.org/wiki/Object-oriented\\_programming](http://en.wikipedia.org/wiki/Object-oriented_programming)

# Terminology: Instance



One can have an **instance** of a class or a particular object.

The **instance** is the actual object created at runtime. In programmer jargon, the Lassie object is an **instance** of the Dog class. The set of values of the attributes of a particular **object** is called its **state**. The **object** consists of state and the behavior that's defined in the object's class.

**Object and Instance are often used interchangeably.**

[http://en.wikipedia.org/wiki/Object-oriented\\_programming](http://en.wikipedia.org/wiki/Object-oriented_programming)

# Terminology: Method



An object's abilities. In language, **methods** are verbs. Lassie, being a Dog, has the ability to bark. So bark() is one of Lassie's methods. She may have other **methods** as well, for example sit() or eat() or walk() or save\_timmy(). Within the program, using a **method** usually affects only one particular object; all Dogs can bark, but you need only one particular dog to do the barking

**Method and Message are often used interchangeably.**

[http://en.wikipedia.org/wiki/Object-oriented\\_programming](http://en.wikipedia.org/wiki/Object-oriented_programming)



# Some Python Objects

```
>>> x = 'abc'
>>> type(x)
<class 'str'>
>>> type(2.5)
<class 'float'>
>>> type(2)
<class 'int'>
>>> y = list()
>>> type(y)
<class 'list'>
>>> z = dict()
>>> type(z)
<class 'dict'>
```

```
>>> dir(x)
[ ... 'capitalize', 'casefold', 'center', 'count',
'encode', 'endswith', 'expandtabs', 'find',
'format', ... 'lower', 'lstrip', 'maketrans',
'partition', 'replace', 'rfind', 'rindex', 'rjust',
'rstrip', 'split', 'splitlines', 'startswith', 'strip', 'swapcase',
'title', 'translate', 'upper', 'zfill']
>>> dir(y)
[... 'append', 'clear', 'copy', 'count', 'extend',
'index', 'insert', 'pop', 'remove', 'reverse',
'sort']
>>> dir(z)
[..., 'clear', 'copy', 'fromkeys', 'get', 'items',
'keys', 'pop', 'popitem', 'setdefault', 'update',
'values']
```

# A Sample Class



class is a reserved word

Each PartyAnimal object has a bit of code

Tell the an object to run the party() code within it

```
class PartyAnimal:  
    x = 0
```

```
    def party(self):  
        self.x = self.x + 1  
        print("So far",self.x)
```

```
an = PartyAnimal()
```

```
an.party()  
an.party()  
an.party()
```

This is the template for making PartyAnimal objects

Each PartyAnimal object has a bit of data

Construct a PartyAnimal object and store in an

PartyAnimal.party(an)

```
class PartyAnimal:
```

```
    x = 0
```

```
    def party(self) :
```

```
        self.x = self.x + 1
```

```
        print("So far",self.x)
```

```
an = PartyAnimal()
```

```
an.party()
```

```
an.party()
```

```
an.party()
```

```
$ python party1.py
```

```
class PartyAnimal:
```

```
    x = 0
```

```
    def party(self) :
```

```
        self.x = self.x + 1
```

```
        print("So far",self.x)
```

```
an = PartyAnimal()
```

```
an.party()
```

```
an.party()
```

```
an.party()
```

```
$ python party1.py
```

an

x

0

party()

```
class PartyAnimal:
```

```
    x = 0
```

```
    def party(self) :
```

```
        self.x = self.x + 1
```

```
        print("So far",self.x)
```

```
an = PartyAnimal()
```

```
an.party()
```

```
an.party()
```

```
an.party()
```

```
$ python party1.py
```

```
So far 1
```

```
So far 2
```

```
So far 3
```

an  
self

x

party()

```
PartyAnimal.party(an)
```

Playing with `dir()` and `type()`

# A Nerdy Way to Find Capabilities

- The `dir()` command lists capabilities
- Ignore the ones with underscores - these are used by Python itself
- The rest are real operations that the object can perform
- It is like `type()` - it tells us something \*about\* a variable

```
>>> y = list()
>>> type(y)
<class 'list'>
>>> dir(y)
['__add__', '__class__',
 '__contains__', '__delattr__',
 '__delitem__', '__delslice__',
 '__doc__', ... '__setitem__',
 '__setslice__', '__str__',
 'append', 'clear', 'copy',
 'count', 'extend', 'index',
 'insert', 'pop', 'remove',
 'reverse', 'sort']
>>>
```



```
class PartyAnimal:
    x = 0

    def party(self) :
        self.x = self.x + 1
        print("So far",self.x)

an = PartyAnimal()
```

```
print("Type", type(an))
print("Dir ", dir(an))
```

We can use `dir()` to find the “capabilities” of our newly created class.

```
$ python party3.py
Type <class '__main__.PartyAnimal'>
Dir  ['__class__', ... 'party', 'x']
```

# Try dir() with a String

```
>>> x = 'Hello there'
>>> dir(x)
['__add__', '__class__', '__contains__', '__delattr__',
 '__doc__', '__eq__', '__ge__', '__getattribute__',
 '__getitem__', '__getnewargs__', '__getslice__', '__gt__',
 '__hash__', '__init__', '__le__', '__len__', '__lt__',
 '__repr__', '__rmod__', '__rmul__', '__setattr__', '__str__',
 'capitalize', 'center', 'count', 'decode', 'encode', 'endswith',
 'expandtabs', 'find', 'index', 'isalnum', 'isalpha', 'isdigit',
 'islower', 'isspace', 'istitle', 'isupper', 'join', 'ljust',
 'lower', 'lstrip', 'partition', 'replace', 'rfind', 'rindex',
 'rjust', 'rpartition', 'rsplit', 'rstrip', 'split',
 'splitlines', 'startswith', 'strip', 'swapcase', 'title',
 'translate', 'upper', 'zfill']
```

# Object Lifecycle

[http://en.wikipedia.org/wiki/Constructor\\_\(computer\\_science\)](http://en.wikipedia.org/wiki/Constructor_(computer_science))

# Object Lifecycle

- Objects are created, used, and discarded
- We have special blocks of code (methods) that get called
  - At the moment of creation (constructor)
  - At the moment of destruction (destructor)
- Constructors are used a lot
- Destructors are seldom used

# Constructor

The primary purpose of the constructor is to set up some instance variables to have the proper initial values when the object is created

```
class PartyAnimal:
    x = 0

    def __init__(self):
        print('I am constructed')

    def party(self) :
        self.x = self.x + 1
        print('So far',self.x)

    def __del__(self):
        print('I am destructed', self.x)

an = PartyAnimal()
an.party()
an.party()
an = 42
print('an contains',an)
```

```
$ python party4.py
I am constructed
So far 1
So far 2
I am destructed 2
an contains 42
```

The constructor and destructor are optional. The constructor is typically used to set up variables. The destructor is seldom used.

# Constructor



In object oriented programming, a **constructor** in a class is a special block of statements called when an **object** is created

[http://en.wikipedia.org/wiki/Constructor\\_\(computer\\_science\)](http://en.wikipedia.org/wiki/Constructor_(computer_science))

# Many Instances

- We can create **lots of objects** - the class is the template for the object
- We can store each **distinct object** in its own variable
- We call this having multiple **instances** of the same class
- Each **instance** has its own copy of the **instance variables**



```
class PartyAnimal:
    x = 0
    name = ""
    def __init__(self, z):
        self.name = z
        print(self.name, "constructed")

    def party(self) :
        self.x = self.x + 1
        print(self.name, "party count", self.x)

s = PartyAnimal("Sally")
j = PartyAnimal("Jim")

s.party()
j.party()
s.party()
```

Constructors can have additional parameters. These can be used to set up instance variables for the particular instance of the class (i.e., for the particular object).

```
class PartyAnimal:
    x = 0
    name = ""
    def __init__(self, z):
        self.name = z
        print(self.name, "constructed")

    def party(self) :
        self.x = self.x + 1
        print(self.name, "party count", self.x)

s = PartyAnimal("Sally")
j = PartyAnimal("Jim")

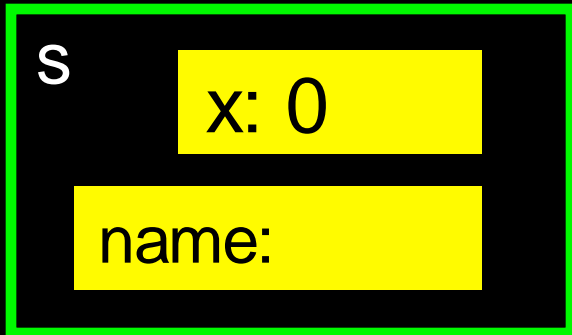
s.party()
j.party()
s.party()
```

```
class PartyAnimal:
    x = 0
    name = ""
    def __init__(self, z):
        self.name = z
        print(self.name, "constructed")

    def party(self) :
        self.x = self.x + 1
        print(self.name, "party count", self.x)

s = PartyAnimal("Sally")
j = PartyAnimal("Jim")

s.party()
j.party()
s.party()
```



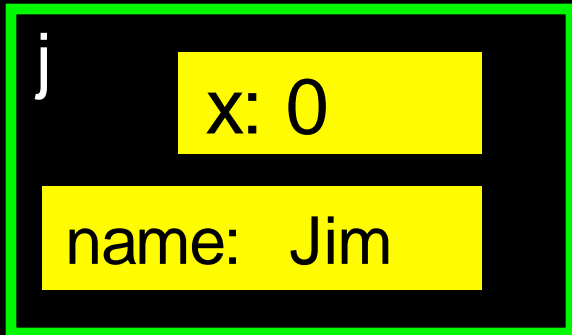
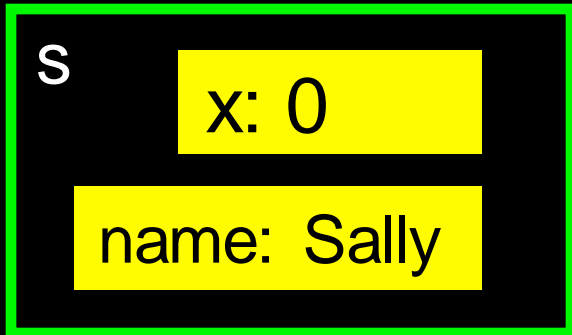
```
class PartyAnimal:
    x = 0
    name = ""
    def __init__(self, z):
        self.name = z
        print(self.name, "constructed")

    def party(self) :
        self.x = self.x + 1
        print(self.name, "party count", self.x)
```

```
s = PartyAnimal("Sally")
j = PartyAnimal("Jim")
```

```
s.party()
j.party()
s.party()
```

We have two  
independent  
instances



```
class PartyAnimal:
    x = 0
    name = ""
    def __init__(self, z):
        self.name = z
        print(self.name, "constructed")

    def party(self) :
        self.x = self.x + 1
        print(self.name, "party count", self.x)

s = PartyAnimal("Sally")
j = PartyAnimal("Jim")

s.party()
j.party()
s.party()
```

```
Sally constructed
Jim constructed
Sally party count 1
Jim party count 1
Sally party count 2
```

# Inheritance

<http://www.ibiblio.org/g2swap/byteofpython/read/inheritance.html>

# Inheritance

- When we make a new class - we can reuse an existing class and **inherit** all the capabilities of an existing class and then add our own little bit to make our new class
- Another form of store and reuse
- Write once - reuse many times
- The new class (child) has all the capabilities of the old class (parent) - and then some more

# Terminology: Inheritance



‘Subclasses’ are more specialized versions of a class, which **inherit** attributes and behaviors from their parent classes, and can introduce their own.

[http://en.wikipedia.org/wiki/Object-oriented\\_programming](http://en.wikipedia.org/wiki/Object-oriented_programming)



```
class PartyAnimal:
    x = 0
    name = ""
    def __init__(self, nam):
        self.name = nam
        print(self.name, "constructed")

    def party(self) :
        self.x = self.x + 1
        print(self.name, "party count", self.x)
```

```
class FootballFan(PartyAnimal):
    points = 0
    def touchdown(self):
        self.points = self.points + 7
        self.party()
        print(self.name, "points", self.points)
```

```
s = PartyAnimal("Sally")
s.party()
```

```
j = FootballFan("Jim")
j.party()
j.touchdown()
```

**FootballFan** is a class which extends **PartyAnimal**. It has all the capabilities of **PartyAnimal** and more.

```
class PartyAnimal:
    x = 0
    name = ""
    def __init__(self, nam):
        self.name = nam
        print(self.name, "constructed")

    def party(self) :
        self.x = self.x + 1
        print(self.name, "party count", self.x)
```

```
class FootballFan(PartyAnimal):
    points = 0
    def touchdown(self):
        self.points = self.points + 7
        self.party()
        print(self.name, "points", self.points)
```

```
s = PartyAnimal("Sally")
s.party()
```

```
j = FootballFan("Jim")
j.party()
j.touchdown()
```

S

x:

name: Sally

```
class PartyAnimal:
    x = 0
    name = ""
    def __init__(self, nam):
        self.name = nam
        print(self.name, "constructed")

    def party(self) :
        self.x = self.x + 1
        print(self.name, "party count", self.x)
```

```
class FootballFan(PartyAnimal):
    points = 0
    def touchdown(self):
        self.points = self.points + 7
        self.party()
        print(self.name, "points", self.points)
```

```
s = PartyAnimal("Sally")
s.party()
```

```
j = FootballFan("Jim")
j.party()
j.touchdown()
```

j

x:

name: Jim

points:

# Definitions

- **Class** - a template
- **Attribute** – A variable within a class
- **Method** - A function within a class
- **Object** - A particular instance of a class
- **Constructor** – Code that runs when an object is created
- **Inheritance** - The ability to extend a class to make a new class.



# Summary

- Object Oriented programming is a very structured approach to code reuse
- We can group data and functionality together and create many independent instances of a class



# Acknowledgements / Contributions



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