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IT FDN 110 A Wi 25: Foundations Of Programming: Python

Assignment 7

GitHub Link: https://github.com/giozoar/IntroToProg-Python-Mod07

Classes and Objects

Introduction

This week as a part of my Foundations of Programming course, I learned extensions of built-in functions and classes, which allow me to organize my script in a logical, modular fashion and increase maintainability. I also learned about inheritance, properties, and getting and setting functions. These built-in methods for Python help me easily define behaviors for my script.

Creating the Script

After reading the acceptance criteria described in the Mod07-Assignment file, I began to work on my script using the PyCharm Community Edition IDE. I reused the header and base code from the Assignment07-Starter.py file included in the module materials to display the necessary information.

Figure 1 - Script Header and constants

After verifying the constants, I then created the two 'parent' and 'child' classes ' Person' and 'Student', respectively. 'Person' holds the high-level identifying characteristics and class structure, and 'Student' holds specific information in addition to that of the 'Person' class. 'Student' will therefore inherit the structure from 'Person'. I additionally created 'getting' and 'setting' properties for the class attributes of first_name, last_name, and course_name.

```
∆5 △3 ≪1 ^
©↓ ∨ class Person: 1 usage
     🍦 A class representing person data.
           self.last_name = last_name
       @property # (Use this decorator for the getter or accessor) 16 usages (14 dynamic)
           return self.__first_name.title() # formatting code
                self.__first_name = value
        @property 16 usages (14 dynamic)
         @property 16 usages (14 dynamic)
             if value.isalpha() or value == "": # is character or empty string
```

Figure 2 – 'Person' parent class

Figure 3 – 'Student' child class

After creating my new classes, I then began modifying my existing 'IO' and 'FileProcessing' classes to use the 'Student' class attributes to read, write, and create new data. The script was reformatted to read JSON data from a file, then convert it into an object instance of the class and append to a list of objects.

Figure 4 – read_data_from_file method in the FileProcessing class modified using the 'Student' class to create an object instance.

I then modified the write_data_to_file method to convert the object data into a JSON format to write to a JSON file.

```
class FileProcessor: 2usages

def read_data_from_file(file_name: str):

return student_objects

@staticmethod

def write_data_to_file(file_name: str, student_data: list):

""" This function writes data to a json file with data from a list of dictionary rows

Changelog: (Who, When, What)

Giovanna Torres, 3/12/2025, Created function

:param file_name: string data with name of file to write to
:param student_data: list of dictionary rows to be writen to the file

:return: None

"""

try:

list_of_dictionary_data: list = []

for student in student_data: # Convert List of Student objects to list of dictionary rows.

student_json: dict \

= {\forall instrume*: student.first_name, "LastName*: student.last_name, "CourseName*: student.cour list_of_dictionary_data.append(student_json)

file = open(file_name, "w")
    json.dump(list_of_dictionary_data, file)
    file.close()
    except TypeError as e:
    IO.output_error_messages( messages "There was a non-specific error!", e)

finally:
```

Figure 5 - Converting object data to JSON to write to file.

For my input and output of student data, I changed the statements to use the student class format to display the appropriate data from the list of objects, and append new data to the object list.

Figure 6 - Formatting the output data with class structure.

```
@staticmethod
def input_student_data(student_data: list):
    """ This function gets the student's first name and last name, with a course name from the user
    ChangeLog: (Who, When, What)
    Giovanna Torres, 3/12/2025,Created function

:param student_data: list of dictionary rows to be filled with input data

:return: list
    """

try:
    student_first_name = input("Enter the student's first name: ")
    if not student_first_name.isalpha():
        raise Valuetron("The last name should not contain numbers.")
    student_last_name = input("Enter the student's last name: ")
    if not student_last_name.isalpha():
        raise Valuetron("The last name should not contain numbers.")
    course_name = input("Please enter the name of the course: ")

student: Student = Student(first_name=student_first_name, last_name=student_last_name, course_name=course_name
    student_data.append(student)
    print()
    print(f"You have registered {student.first_name} {student.last_name} for {student.course_name}.")
    except ValueError as e:
    10.output_error.messages(message="One of the values was the correct type of data!", error=e)
    except Exception as e:
    10.output_error.messages(message="Error: There was a problem with your entered data.", error=e)
```

Figure 7 - Creating an object from the 'Student' class with user input.

Finally, I verified that no changes were needed in the main script body, since it used the same file IO and processing classes to display, therefore proving that the main script does not need to concern itself with the details of how the data is organized, but with how it should act on the data.

```
# Present and Process the data
while (Irue):

# Present the menu of choices
IO.output_menu(menu=MENU)

menu_choice = IO.input_menu_choice()

# Input user data
if menu_choice == "1": # This will not work if it is an integer!
students = IO.input_student_data(student_data=students)
continue

# Present the current data
elif menu_choice == "2":
    IO.output_student_and_course_names(students)
    continue

# Save the data to a file
elif menu_choice == "3":
    FileProcessor.write_data_to_file(file_name=FILE_NAME, student_data=students)
    continue

# Stop the loop
elif menu_choice == "4":
    break # out of the loop
else:
    print("Precessor.Ended")
```

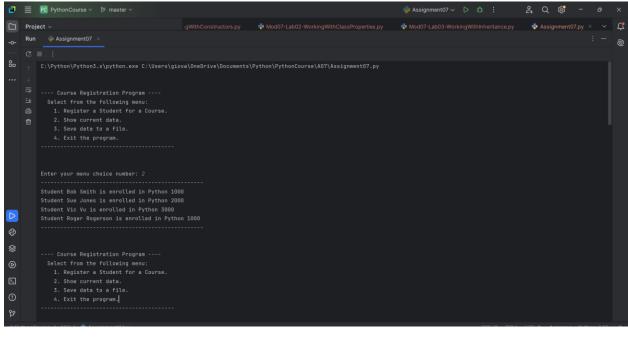
Figure 8 - Reused main body from module 6. No changes were made to accommodate new classes.

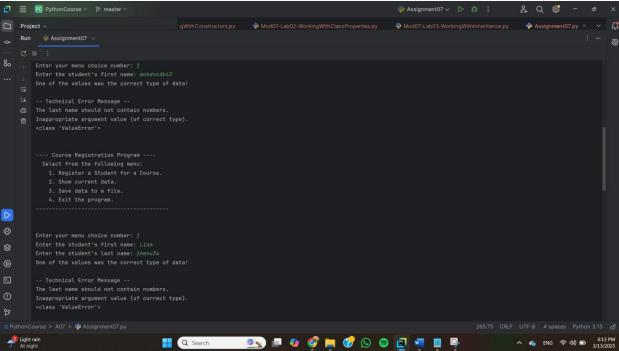
I then proceeded to test my code, discussed in the next section.

Testing the Script

After setting up my initial 'Enrollments.json' data file with data from module 6 and running the script in the IDE to ensure that the correct outputs were being displayed and created in the directory, I proceeded to run the script in the Command Prompt terminal window. I changed the directory over to my 'A07' file within my PythonCourse directory and ran the script.

I tested multiple cases, including adding multiple names, and adding characters that weren't the numerical in the student name fields, and 1-4 menu option values. As I expected, the script would prompt the user to select another option if the input was invalid. It would also display multiple entries of student registrations and write them to the file as expected. The outputs were the same in either window, as seen below.





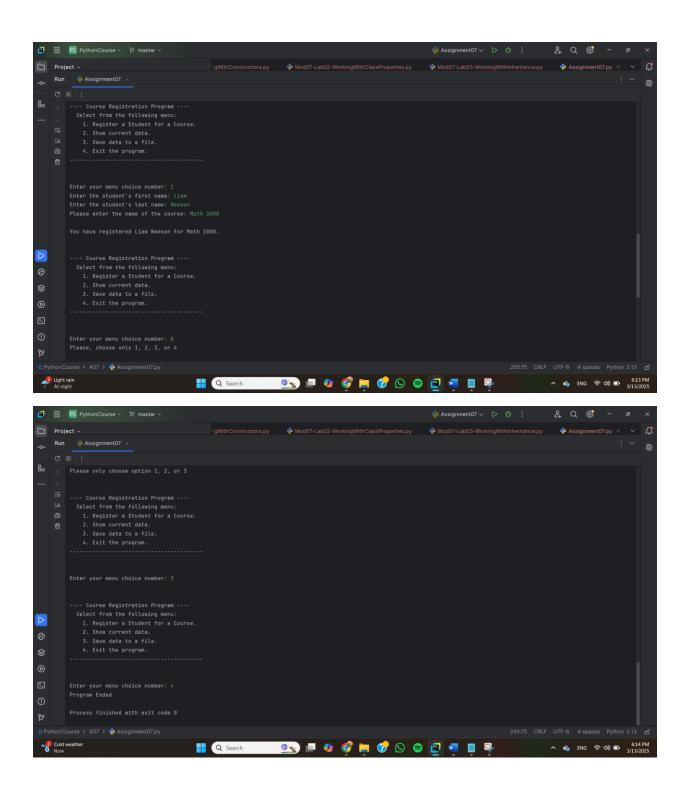


Figure 9 - Testing inputs in PyCharm IDE.



Figure 10 - Outputs in JSON file.

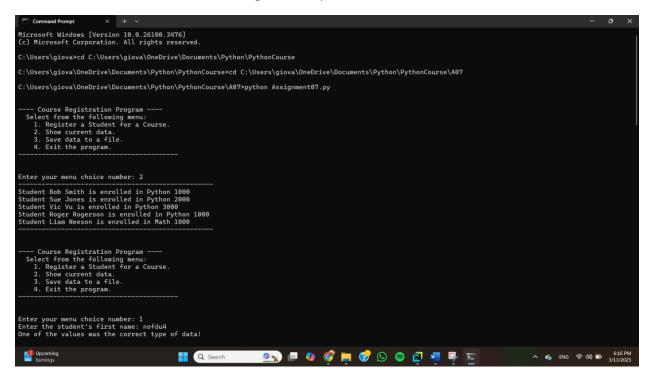






Figure 11 - Testing in Command Prompt window.

Summary

During this assignment, I learned about using classes and functions to organize my data using Magic Methods such as inheritance and private properties. The biggest gap I found was understanding the behavior of 'private' properties, which limit the ability to change them outside of the class. I look forward to learning more about separation of concerns and Python Magic methods for class inheritance, and well as additional use cases for 'getting' and 'setting' functions.