

Python OOP

[Object Oriented Programming]

Hello!

-
- **Overview**
 - **Constructor**
 - **Magic Method**
 - **Inheritance**

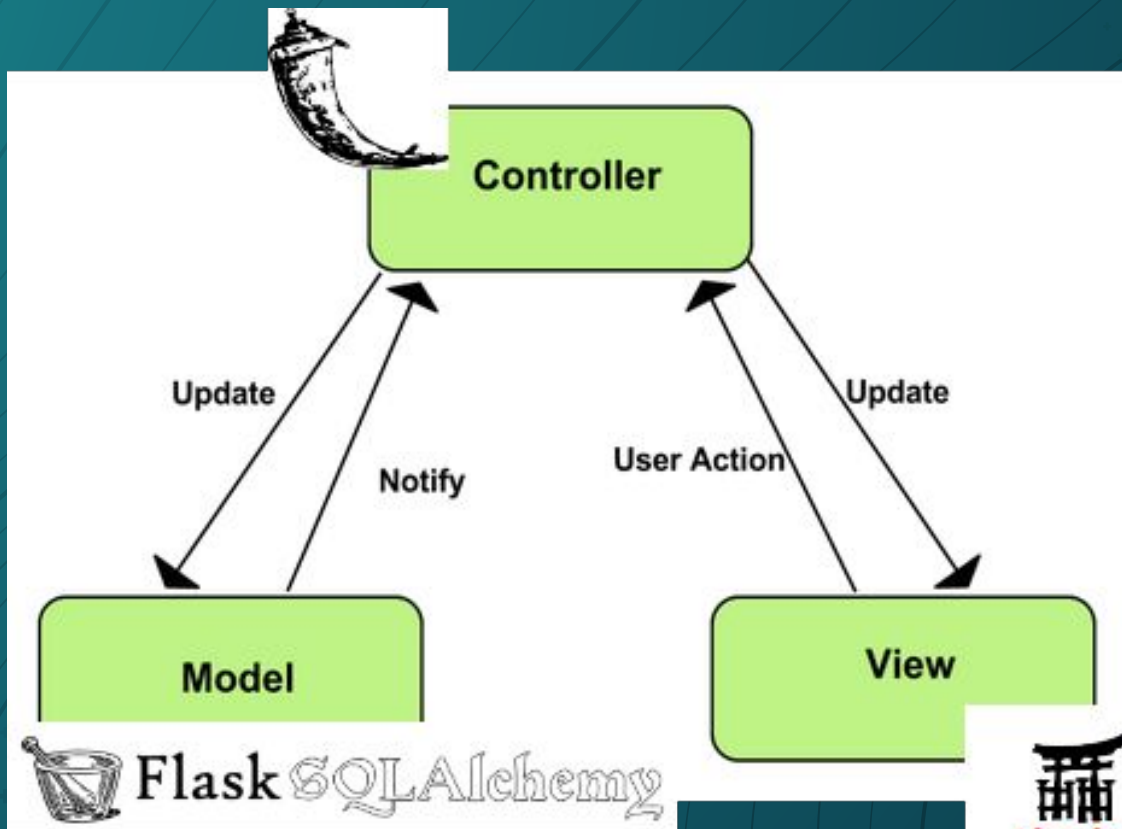
— Mengapa harus OOP ?

- Dengan OOP, kode-kode yang kita buat menjadi lebih rapih dan terstruktur.
- Konsep OOP memudahkan kita untuk menganalisa program yang kita akan buat. Ini akan sangat terasa kalau kita membuat program besar dan riwet.

MVC

(Model View Controller)







1. Contructor

Konsktruktor adalah method yang pertama kali dijalankan pada saat sebuah objek pertama kali diciptakan.



```
class Hero:
    """
    Constructor
    """
    def __init__(self, name, age):
        self.name = name
        self.age = age

hero = Hero("Powerx", 12)

print(hero.name)    # Power Merah
print(hero.age)     # 12
```




2. Magic Method

Method yang akan dipanggil secara otomatis pada kondisi tertentu.

Other standard Python operators

- Many standard operators and functions:

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

- Common Arithmetic operators

- `object.__add__(self, other)`
 - `object.__sub__(self, other)`
 - `object.__mul__(self, other)`
 - `object.__floordiv__(self, other)`
 - `object.__truediv__(self, other)`

- Common Relational operators

- `object.__lt__(self, other)`
 - `object.__le__(self, other)`
 - `object.__eq__(self, other)`
 - `object.__ne__(self, other)`
 - `object.__gt__(self, other)`
 - `object.__ge__(self, other)`



```
class Operasi(object):
    def __init__(self, math_list):
        self.math_list = math_list

    def __sub__(self, other):
        minuslst = []
        zipped = zip(self.math_list, other.math_list)
        for tup in zipped:
            minuslst.append(tup[0] - tup[1])

        return Operasi(minuslst)

    def __add__(self, other):
        addlst = [x + y for x, y in zip(self.math_list, other.math_list)]
        return Operasi(addlst)

    def __mul__(self, other):
        mullst = [x * y for x, y in zip(self.math_list, other.math_list)]
        return Operasi(mullst)

    def __repr__(self):
        return str(self.math_list)

x = Operasi([100, 90, 80, 70, 60])
y = Operasi([10, 9, 8, 7, 6])

p = x - y
z = x + y
q = x * y

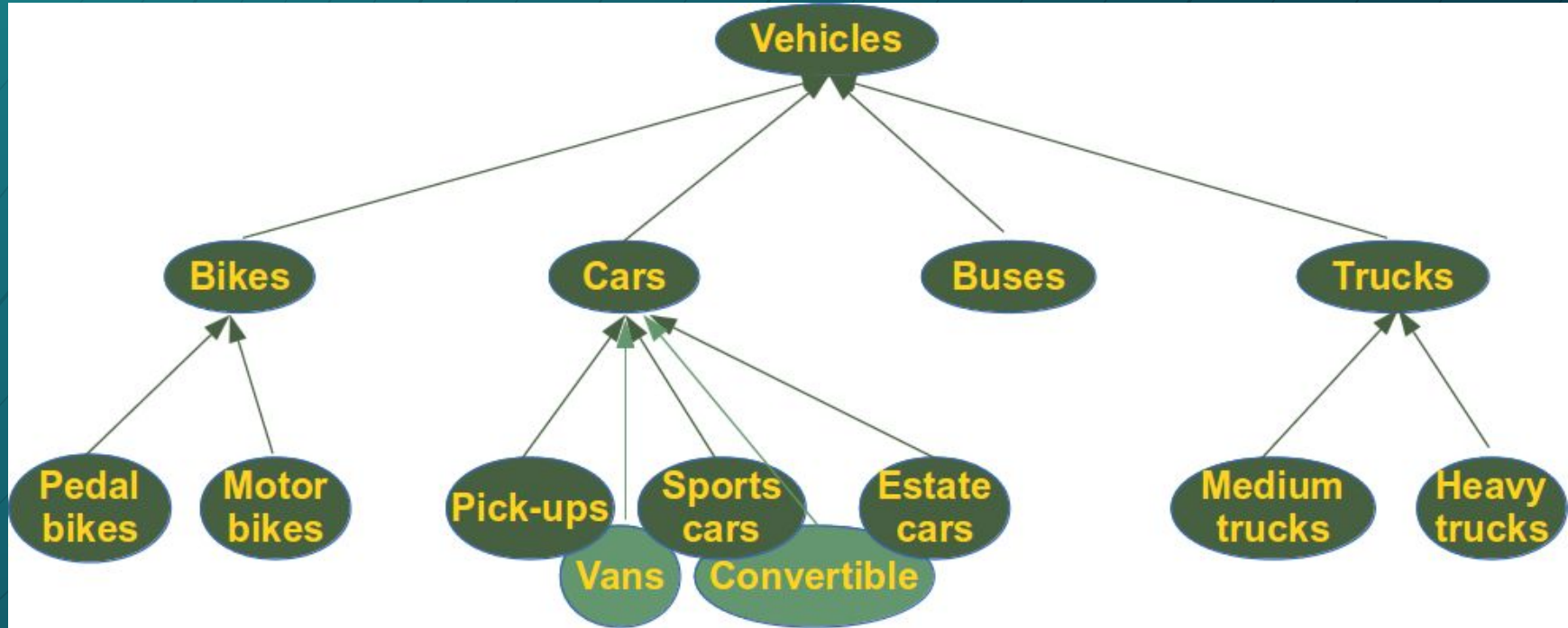
print('Pengurangan: ' + str(p))      # [90, 81, 72, 63, 54]
print('Tambah: ' + str(z))           # [110, 99, 88, 77, 66]
print('Perkalian: ' + str(q))        # [1000, 810, 640, 490, 360]
```



3. Inheritance [Perwarisan]

Inheritance atau Pewarisan/Penurunan adalah konsep pemrograman dimana sebuah class dapat 'menurunkan' property dan method yang dimilikinya kepada class lain.

Perwarisan





```
class Hero:

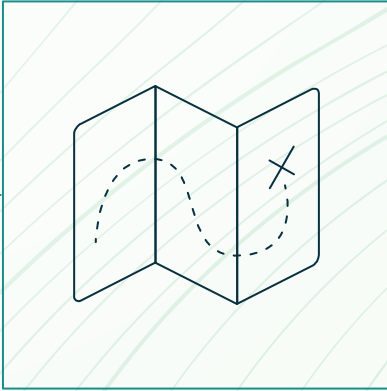
    def __init__(self, name, age):
        self.name = name
        self.age = age

    def profil(self):
        print("Hi, i am " + self.name + " and ", self.age, " year old ")
        print("")

class AnakHero(Hero):
    pass

hero = Hero("Power Merah", 27)
anakHero = AnakHero("Anak Merah", 5)

hero.profil()          # Hi, i am Power Merah and 27 years old
anakHero.profil()      # Hi, i am Anak Merah and 5 years old
```



Thanks!

Any questions?