Introduction to Computer Programming Lecture 11.5:

Review: Object Oriented Programming (OOP)

Hemma Philamore

Department of Engineering Mathematics

Why use classes?

Modularity

Allows you to break down your code into smaller sections.

- Identify and fix problems
- Reuse in multiple programs

Reusability

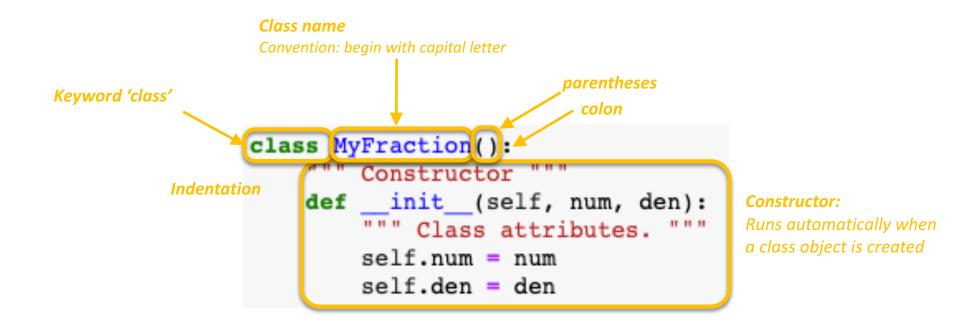
More flexible reuse than standalone functions, modification via inheritance.

Polymorphism

Methods/attributes with the same name can have different functionality for different classes

e.g car.drive(), bike.drive()

Anatomy of a class



self. behaves like the pronoun 'my'

Inside the class, we are talking about **my** num, **my** den → self.num, , self.den

Outside of the class > my_fraction.num ('my', means someone totally different when said by someone else.)

```
import math
                     class MyFraction():
                         """ Constructor """
                         def __init__(self, num, den):
                             """ Class attributes. """
                             self.num = num
                             self.den = den
                             self.normalize()
                 10
                         def normalize(self):
                 11
                             gcd = math.gcd(self.num, self.den)
                 12
                             self.num = int(self.num/gcd)
                 13
Class object created
                 14
                             self.den = int(self.den/gcd)
                 my fraction = MyFraction(4, 8)
                 17
                     print(my fraction.num)
                     print(my fraction.den)
```

Q.11.5.A

Write a Python class which has two methods:

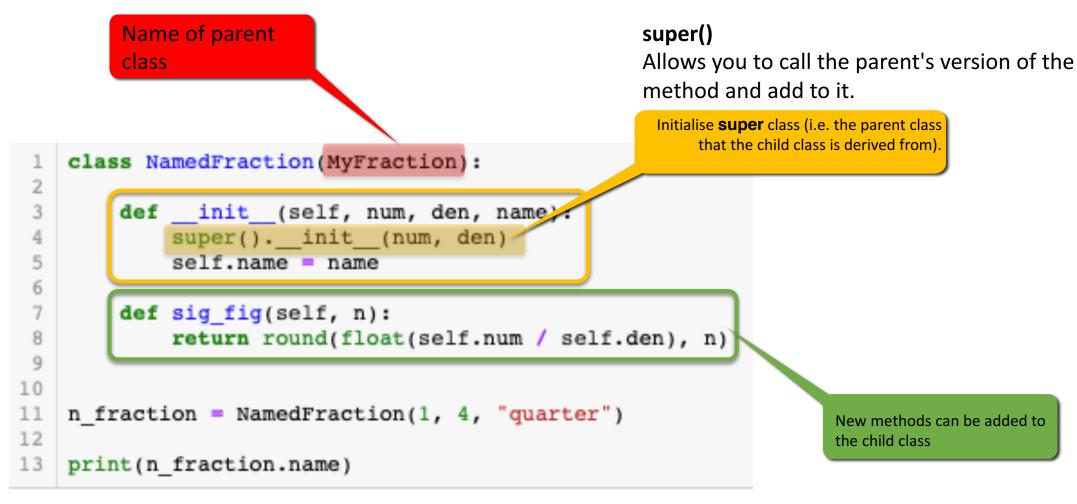
- **get_String**: request string from user and assign value to class attribute
- **print_String**: print the string in upper case

Q.11.5.B

Write a Python class, **Square_analyser** which:

- is constructed using a single input argument, **h** (length of one side).
- has two methods:
 - area : prints the area of the square
 - perimeter : print the perimeter of the square

Inheritance



quarter

Q.11.5.C

Write a child class, **Rectangle_analyser**, inherited from **Square_analyser** (Q.11.5.B), that:

- is constructed using two input variables:
 - **h** height
 - **w** width
- has two methods:
 - area : prints the area of the rectangle
 - perimeter : prints the perimeter of the rectangle