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**Foundations of Programming: Python** 

**Assignment 08** 

https://github.com/i-zuzu/IntroToProg-Python-Mod08

# **Creating Script Using Custom Classes**

#### Introduction

In this document I'll describe my steps to finish Assignment08. The task was to read and understand the pseudo-code in the starter code, then add code to make the application work and include error handling. I'll be using custom classes to organize functions and data and apply knowledge on how to write classes, work with Constructors, Attributes, Properties and Methods in classes, use properties to manage attribute data, create class-wide elements such as static methods.

### **Reviewing the Starter Code**

Starter code contained 3 classes:

```
class Product - Stores data about a product
class FileProcessor - Processes data to and from a file and a list of product object
class IO - Performs Input and Output tasks
```

And I had to add code to allow the script to Load data from file into a list of product objects when script starts, show user a menu of options, Get user's menu option choice to:

- 1. Show user current data in the list of product objects
- 2. Let user add data to the list of product objects
- 3. Let user save current data to file and exit program

Parts of this script were quite similar to Assignment 06 and I applied knowledge and some functions from this Assignment to a new script.

## **Adding code to Classes**

The docstring in the first class called class Product let me know I needed to create properties for both prod\_name and product\_price fields/attributes. It also showed me the types (string and float) for these fields/attributes:

```
"""Stores data about a product:

properties:

product_name: (string) with the products's name

product price: (float) with the products's standard price methods:
```

```
changelog: (When,Who,What)
    RRoot,1.1.2030,Created Class
    IZubova,3.7,2021,Modified code to complete assignment 8
"""
```

First I create the Constructor, special method that automatically runs when you create an object from the class and that used to set the initial values of Field data. Python Constructor's use the double underscore("duder") name of "\_\_init\_\_". Python automatically calls the "\_\_init\_\_()" method and passes any arguments you provide to the "\_\_init\_\_()" method each time you make a new object. Below is my Constructor

```
def __init__(self):
    self.__str_prod_name = ''
    self. flt prod price = None
```

Then I work on the Properties for str\_prod\_name attribute. There're two Properties for each field/attribute, one for "getting" data and one for "setting data.

The one below is the Getter Property, that allows to format data (in my case it's title ()). @property directive indicates a getter function:

```
# -- Properties --
# prod_name
@property
def str_prod_name(self): # (getter or accessor)
    return str(self.__str_prod_name).title() # Title case
```

Next one is Setter Properties that let you add code for both validation and error handling. If a value passed into the Properties parameter is valid, then it is assigned to the field or attribute. Setter must include the <code>@name\_of\_method.setter</code> directive, and the directive and function name must match. In my case <code>name\_of\_method</code> is str\_prod\_name and Setter property checks that the str\_prod\_name value is not the number.

```
@str_prod_name.setter # The NAME MUST MATCH the property's!
def str_prod_name(self, value): # (setter or mutator)
   if str(value).isnumeric() == False:
        self.__str_prod_name = value.strip()
   else:
        raise Exception("Names cannot be numbers")
```

Code for Properties for prod\_price field is below. There's no formatting in the Getter propertes. And the Setter Properties validate that the flt prod price is float. I also set exception handling here.

```
@property
def flt_prod_price(self): # (getter or accessor)
    return self.__flt_prod_price # Title case

@flt_prod_price.setter # The NAME MUST MATCH the property's!
def flt_prod_price(self, value): # (setter or mutator)
    try:
        self.__flt_prod_price = float(value)
    except ValueError:
        raise Exception("Price should be a float number, instead {value}
provided")
```

```
def __str__(self):
    return self._ str_prod_name + " " + str(self.__flt_prod_price)
```

The next class id file File Processor that per its docstring should have 2 methods: save\_data\_to\_file and read\_data\_from\_file. Methods are just functions inside of a class.

These 2 methods have @staticmethod directive because they're called directly from the class, without making an object:

I added additional class Processor to create method to add data from the user to the list. I addended docstring with the description for both the class and the method. Also the error handling I applied is used in case the data added in the wrong format.

Below is the code for Processor Class:

One more class called class IO has several methods to perform Ipnut and out put tasks: print\_menu\_Tasks(), input\_menu\_choice(), print\_current\_Tasks\_in\_list(), input\_new\_prod\_and\_price(), input\_press\_to\_continue(optional\_message=''), input\_yes\_no\_choice(message).

Below is example of the method from class IO that gets input from the user on product name and price:

```
@staticmethod
def input_new_prod_and_price():
    """ Gets the name of a new task and priority to add to the list from a
user
    :return: string, string
    """
    prod = input("Enter the product: ")
    price = input("Enter the price: ")
    return prod, price
```

Now when the content in all clases created I needed to put together the main body of the script and call the methods in classes defined in the previous sections to perform all actions rom the menu of options.

When the script runs it loads and displays existing data in the text file. I also created while loop to allow user pick menu choices until he/she decides to exit. I specify the class name and the method name in the code for this action:

```
# Step 1 - When the program starts, Load data from strFileName.
FileProcessor.read_data_from_file(strFileName, lstOfProductObjects)
IO.print_current_Tasks_in_list(lstOfProductObjects) # Show current data in
the list

while(True):
    # Step 2 - Display a menu of choices to the user
    IO.print_menu_Tasks() # Shows menu
    strChoice = IO.input menu choice() # Get menu option
```

If the user chooses option 1, then the method print\_current\_Tasks\_in\_list from IO class is used:

Then I the user picks option 2 then 2 methods are called: input\_new\_prod\_and\_price() in IO class and add\_data\_to\_list in the Processor class. If the values for prod and price entered by the user match all criteria defined in Getter and Setter Properties (class Product) then the data for price and product added to the list, if not, the user gets notification about the wrong format of the data.

```
# Step 4 - Add new product and price
if strChoice.strip() == '2':  # Add a new product and price
    prod, price = IO.input_new_prod_and_price()
    result = Processor.add_data_to_list(lstOfProductObjects, prod, price)
    if result == 'Success':
        strStatus = "\n Product added.\n"
    else:
        strStatus = '\n Product was not added.\n'
    IO.input_press_to_continue(strStatus)
    continue  # to show the menu
```

The last option in the menu is option 3 and if the user picks this option then the program confirms user's choice to save the data using <code>input\_yes\_no\_choice</code> method in IO class. If the user confirms (enters 'y') then the new data entered by the user is saved to the file because <code>save\_data\_to\_file</code> method is called in the <code>FileProcessor</code> class and the while loop breaks. If the user doesn't want to save the data then the program just exits without saving the data.

#### Below is the code for option 3:

Final code for the script with Custom Classes is below:

```
def flt prod price(self): # (getter or accessor)
```

```
:param lstOfProductObjects: (list) you want filled with file data:
          objNewProd.str_prod_name = prod
objNewProd.flt_prod_price = price
:param list of product objects: (list) you want filled with file data:
objNewProd.flt_prod_price = price
lstOfProductObjects.append(objNewProd)
```

```
def input_new_prod_and_price():
def input press to continue(optional message=''):
```

```
:param optional message: An optional message you want to display
```

Figure 1 shows the script running in PyCharm:



Figure 1. Output of the script after running in PyCharm

```
Menu of Options
1) Show current data
2) Add data to the list of product objects
3) Save Data to File and Exit
 Which option would you like to perform? [1 to 3] - 1
 ****** The current Tasks ToDo are: ******
Table, 78.0
Lamp, 6.0
Desk, 3.0
 hair, 8.0
*********
             Menu of Options
1) Show current data
2) Add data to the list of product objects
3) Save Data to File and Exit
Which option would you like to perform? [1 to 3] - 2
                                                                  products.txt - Notepad
 nter the product: vase
inter the price: 6
                                                                  File Edit Format View Help
                                                                 Table, 78.0
 Product added.
                                                                 Lamp, 6.0
Desk, 3.0
 Press the [Enter] key to continue.
                                                                  Chair, 8.0
             Menu of Options
             1) Show current data
2) Add data to the list of product objects
3) Save Data to File and Exit
                                                                 Ln 1, Col 100% Windows (CRLF)
Which option would you like to perform? [1 to 3] - 3
                                                                                                   UTF-8
 ress the [Enter] key to continue.
 Good bye!
 (base) C:\Users\nh825c\Documents\_PythonClass\Assignment08>products.txt
```

Figure 2. Script running in Terminal

#### **Summary**

In this assignment I practiced in creating the code with custom classes. I learned how to crate and use different components of the class like Constructor, Properties, Fields, Methods, Docstring. I also learned about Object-oriented programming (OOP), a methodology used in the software industry that has the object as a basic building block.