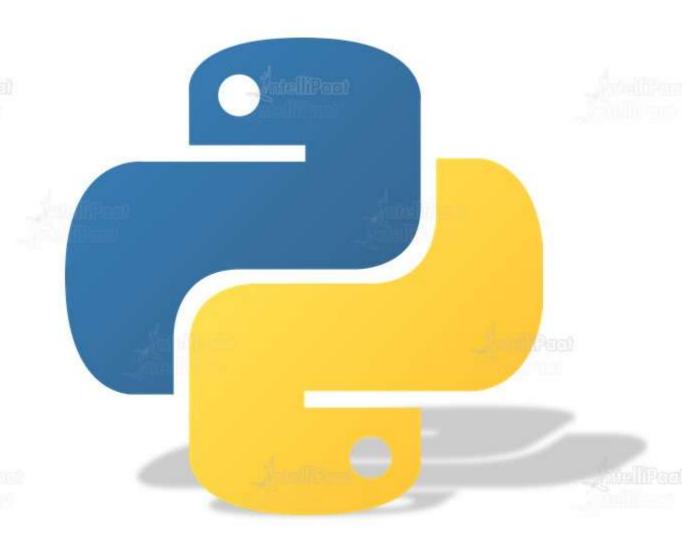


Data Science with Python

OOP in Python





Agenda





























Introduction to OOPs

Janual II Prost







Introduction to OOPs



Object-Oriented Programming is a programming paradigm where you can use a real world entity which is called an **Object**.

Let us consider an example

- Attribute: Name, Age, Color
- Behaviour. Singing, Dancing



Parrot

Introduction to OOPs



Basic Principle of OOPS



















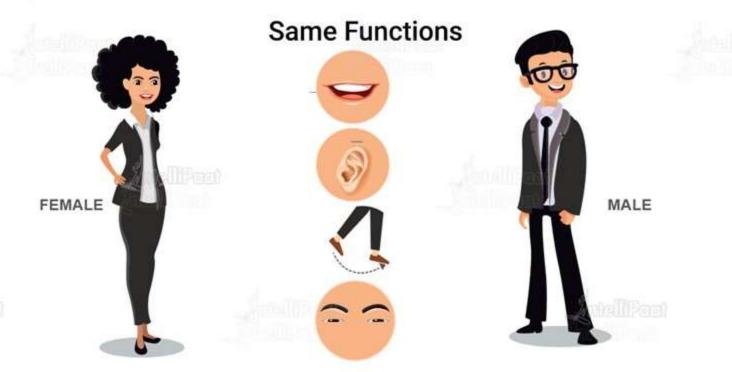








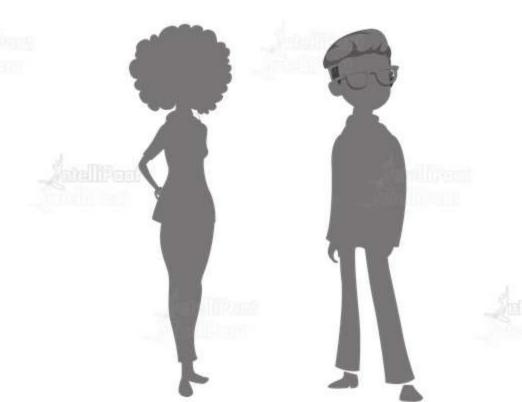
Every Human Being is Classified into:



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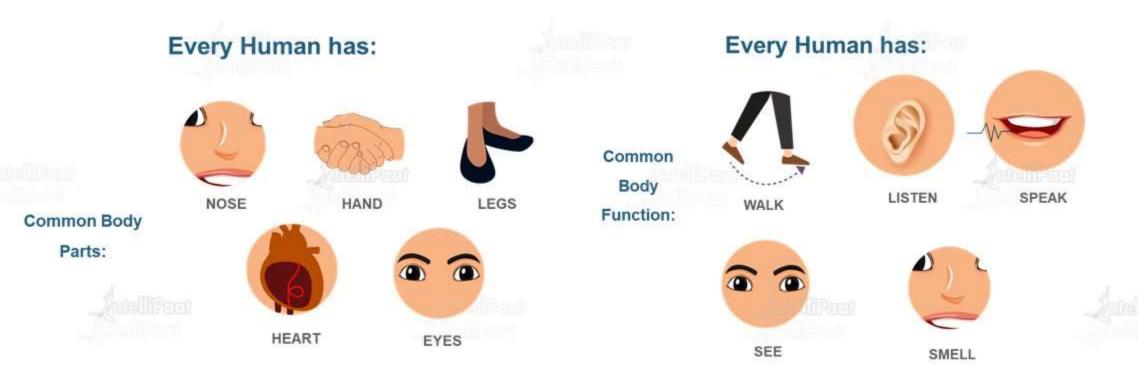


Considering Human Being is a class





Common body features and functions are Class Attributes





Male and Female are inherited from Class Human Being





'Name' and 'Age' are object of class MALE



Class: MALE

Name: Victor

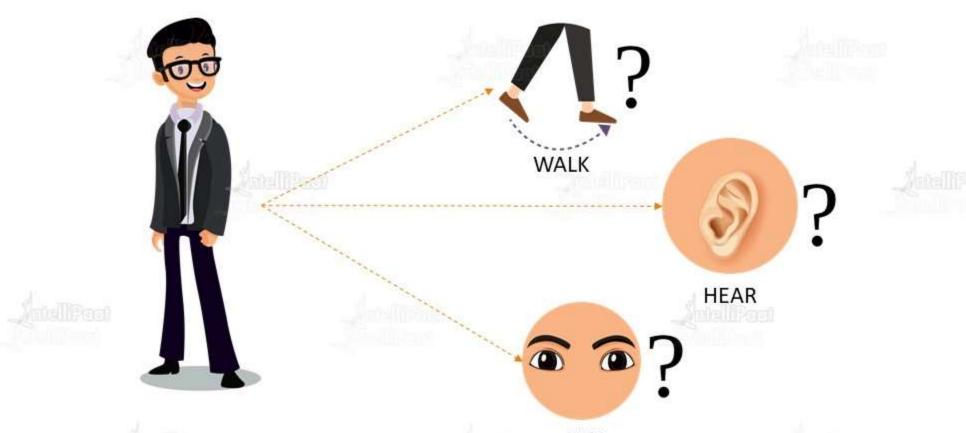
Age: 24

Objects have a physical existence

Class is just a logical definition



You don't know the detail of how you walk, listen or see.
i.e. its hidden or Encapsulated





'She' can be a woman, wife, mother and a teacher at the same time which is many forms or **Polymorphism**







TEACHE

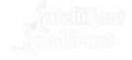
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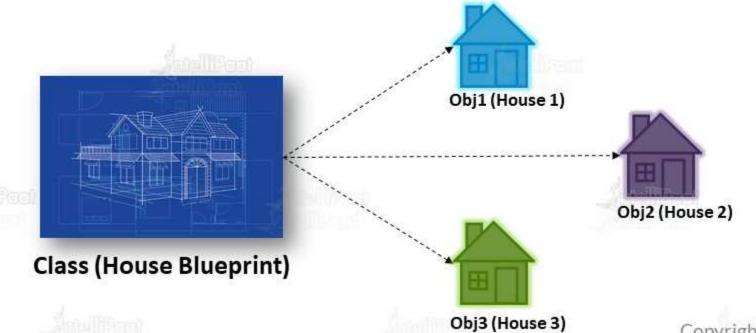






What are Objects and Classes?

Class is a blueprint for an object and the objects are defined and created from classes(blueprint)





What are Objects and Classes?

- 01 Dbject is the basic unit of object-oriented programming
- O2 > An object represents a particular instance of a class
- 13 There can be more than one instance of an object
- 104 Each instance of an object can hold its own relevant data
- Objects with similar properties and methods are grouped together to form a Class





- 01 Dbject is the basic unit of object-oriented programming
- 02 An object represents a particular instance of a class
- There can be more than one instance of an object
- 04 > Each instance of an object can hold its own relevant data
- Objects with similar properties and methods are grouped together to form a Class



A class describe the structure of an object. It is made up of two things

Fields

A Field is simply a variable that is associated with a class which allows its object to store some data in it and can be accessed using the same object

Method

A Method is simply a function that is associated with an object of a class and can be called using that object



A class describe the structure of an object. It is made up of two things

Fields

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A Method is simply a function that is associated with an object of a class and can be called using that object



How to create a Object in Python?

Syntax

<obj-name> = NameOfClass()

Example

obj1 = ClassName()

obj1

<__main__.ClassName at 0x1a0eb1d3d48>



How to create a Object in Python?

Syntax

<obj-name> = NameOfClass()

Example

obj1 = ClassName()

obj1

<__main__.ClassName at 0x1a0eb1d3d48>

Here obj1 is an object of class ClassName



How to access Class Members?

Example

```
obj1 = ClassName()
obj2 = ClassName()
#Creating new instance attribute for obj2
obj2.variable = "I was just created"
print(obj1.variable)
print(obj2.variable)
print(ClassName.variable)
obj1.function()
```

I am a class Attribute
I was just created
I am a class Attribute
I am from inside the class

- Here obj1 and obj2 are object of class ClassName
- To access the members of a Python class, we use the dot operator.



__init__() method in Python

Example

```
class Student(object):

    def __init__(self, name, branch, year):
        self.name = name
        self.branch = branch
        self.year = year
        print("A student object is created.")

    def print_details(self):
        print("Name:", self.name)
        print("Branch:", self.branch)
        print("Year:", self.year)
```

```
ob1= Student( "Paul", "CSE", 2019)
ob1.print_details()
```

A student object is created.

Name: Paul Branch: CSE Year: 2019

- __init__ is a special method in Python classes is a constructor method for a class
- __init__ is called when ever an object of the class is constructed



Demo Test 1

Create two new vehicles called car1 and car2. Set car1 to be a red convertible worth \$70,000.00 with a name of Ferrari, and car2 to be a blue van named JEEP worth \$15,000.00.

```
# define the Vehicle class
class Vehicle:
          name = ""
          kind = "car"
          color = ""
          value = 100.00
          def description(self):
                     desc str = "%s is a %s %s worth $%.2f." %
                    (self.name, self.color, self.kind, self.value)
                    return desc str
# your code goes here
print(car1.description())
print(car2.description())
```















Demo: Classes and Objects

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Magic Methods





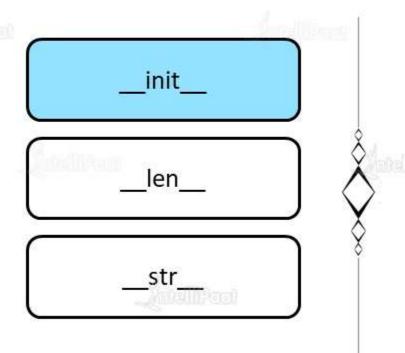




Magic Methods



In Python, special methods are a set of predefined methods you can use to enrich your classes. They are easy to recognize because they start and end with double underscores.



Allows you to define a constructor which initializes an object

```
class Fruit:

def __init__(self):
    print("I'm a fruit")

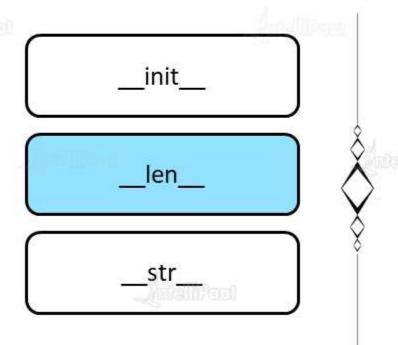
class Citrus(fruit):
    def __init__(self):
        super().__init__()
        print("I'm citrus")

lemon = Citrus()
```

Magic Methods



In Python, special methods are a set of predefined methods you can use to enrich your classes. They are easy to recognize because they start and end with double underscores.



It allows you to use len function on an object.

```
class Fruit:

def __len__(self):

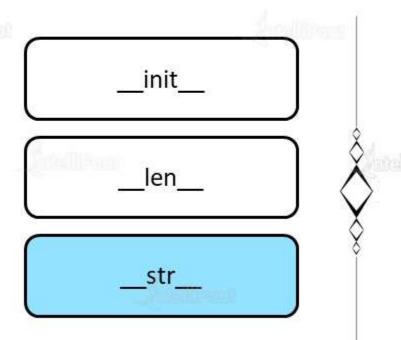
return 10

print(len(Fruit()))
```

Magic Methods



In Python, special methods are a set of predefined methods you can use to enrich your classes. They are easy to recognize because they start and end with double underscores.



Allows you to define a string representation of an object

```
class Fruit:

def __str__(self):

return "I'm a fruit"

print(Fruit())
```



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Demo: Magic Methods

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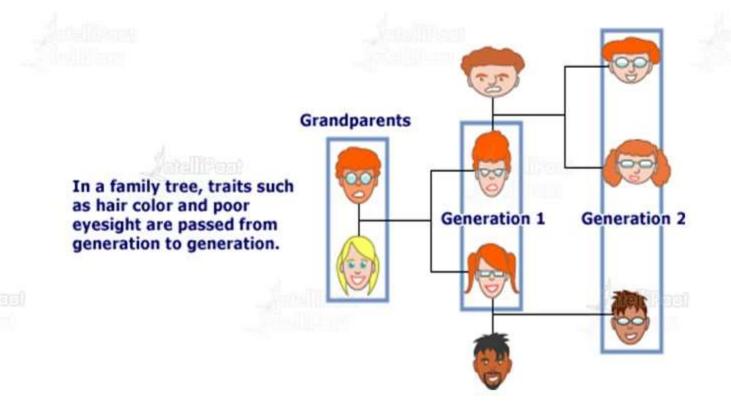








One class acquiring the property of another class. For example, you would have inherited few qualities from your parents.



Employee



Suppose you have a class named Employee in your code base which stores information like id, name, age etc.

Now your codebase evolves and needs to store different kinds of employees like engineers, recruiters, managers etc.

Engineers

Recruiters

Managers

Employee



One way you could do that is by copying and pasting the code in employee class that in all the other classes of engineers, recruiters etc.

But then if we make any change to the employee class then all the other classes need to be updated

Engineers

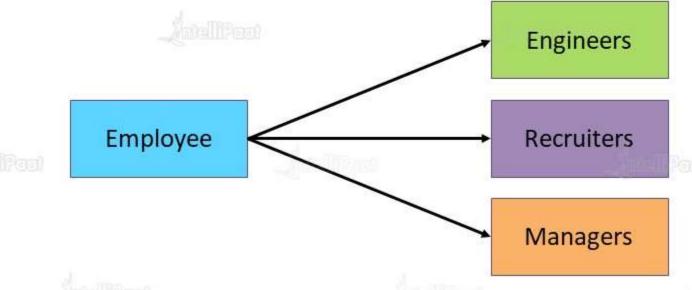
Recruiters

Managers



On the other hand we can use inheritance to keep classes in sync by having other classes inherit from the employee class

These classes can now evolve with employee class and a developer only needs to make changes to the employee class





Different Types of Inheritance in Python

Single Inheritance

Multiple Inheritance

Multilevel Inheritance

Hierarchical Inheritance

Hybrid Inheritance



Single Inheritance

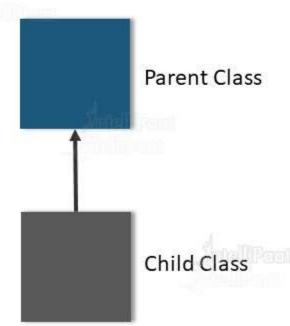
Multiple Inheritance

Multilevel Inheritance

Hierarchical Inheritance

Hybrid Inheritance

Single class inherits from a class





Single Inheritance

Multiple Inheritance

Multilevel Inheritance

Hierarchical Inheritance

Hybrid Inheritance

Single class inherits from a class

```
class fruit:

def __init__(self):
 print("I'm a fruit")

class citrus(fruit):
 def __init__(self):
 super().__init__()
 print("I'm citrus")

Lemon = citrus()
```



Single Inheritance

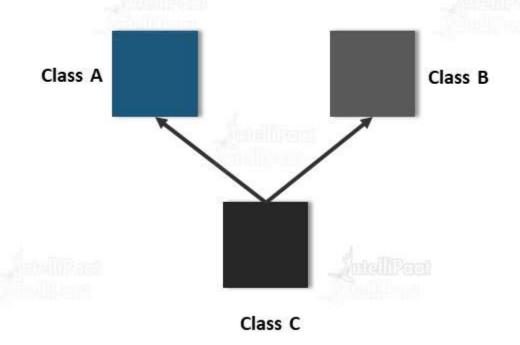
Multiple Inheritance

Multilevel Inheritance

Hierarchical Inheritance

Hybrid Inheritance

A class inherits from multiple classes





Single Inheritance

Multiple Inheritance

Multilevel Inheritance

Hierarchical Inheritance

Hybrid Inheritance

A class inherits from multiple classes

```
class A:
    pass
class B:
    pass
class C(A,B):
    pass
issubclass(C,A) and issubclass(C,B)
```



Single Inheritance

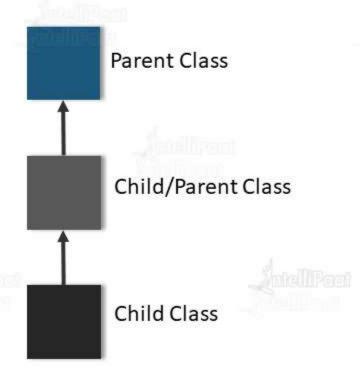
Multiple Inheritance

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Hybrid Inheritance

One class inherits from a class, which will inherit from another class





Single Inheritance

Multiple Inheritance

Multilevel Inheritance

Hierarchical Inheritance

Hybrid Inheritance

One class inherits from a class, which will inherit from another class

class A:

x=1

class B(A):

pass

class C(B):

pass

cobj=C()

cobj.x



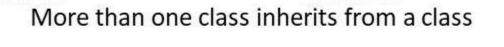
Single Inheritance

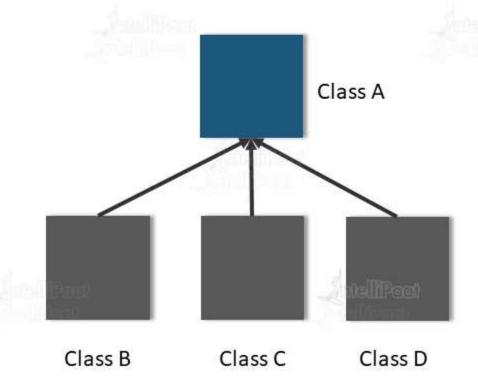
Multiple Inheritance

Multilevel Inheritance

Hierarchical Inheritance

Hybrid Inheritance







Single Inheritance

Multiple Inheritance

Multilevel Inheritance

Hierarchical Inheritance

Hybrid Inheritance

More than one class inherits from a class

class A:
 pass
class B(A):
 pass
class C(A):
 pass
issubclass(B,A) and issubclass(C,A)



Single Inheritance

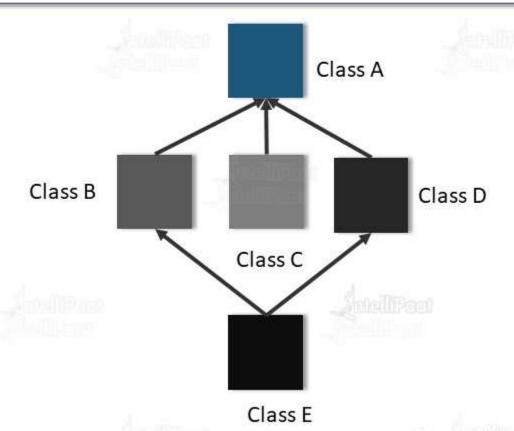
Multiple Inheritance

Multilevel Inheritance

Hierarchical Inheritance

Hybrid Inheritance

Combination of any two kinds of inheritance





Single Inheritance

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Hierarchical Inheritance

Hybrid Inheritance

Combination of any two kinds of inheritance



Inheritance Super Function

Used to call a method from the parent class

```
class Vehicle:
    def start(self):
        print("Starting engine")

def stop(self):
    print("Stopping engine")

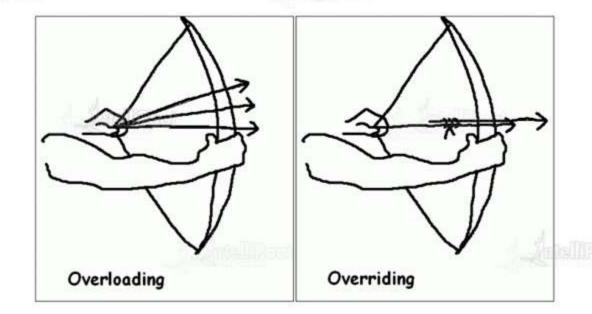
class TwoWheeler(Vehicle):
    def say(self):
        super().start()
        print("I have two wheels")
        super().stop()

Harley=TwoWheeler()
Harley.say()
```

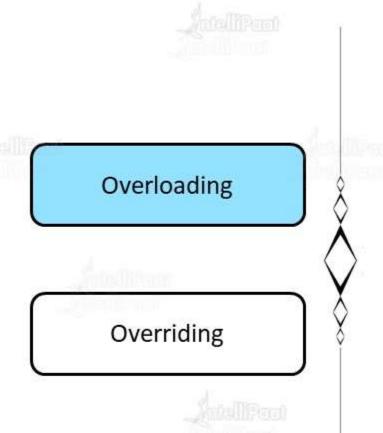


Overriding vs Overloading

Developers sometimes get confused between them







Same function with different parameters

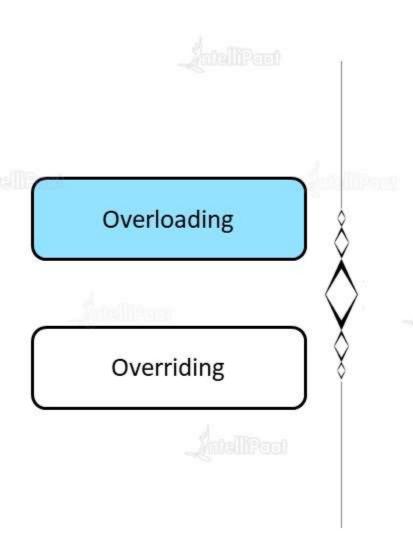
Why overload a function?

def add(a,b):
return a+b
def add(a,b,c):
return a+b+c
add(2,3)



TypeError: add() missing 1
required positional argument: 'c'



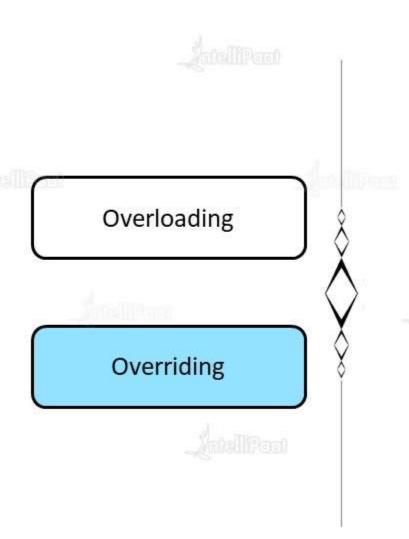


Same function with different parameters

How to overload a function?

```
def add(instanceOf,*args):
    if instanceOf=='int':
        result=0
    if instanceOf=='str':
        result="
        for i in args:
        result+=i
    return result
add('int',3,4,5)
```





Subclass may change the functionality of a Python method in the superclass

Overriding a function

```
class A:
    def sayhi(self):
        print("I'm in A")
    class B(A):
        def sayhi(self):
            print("I'm in B")
        bobj=B()
        bobj.sayhi()
```















Demo: Inheritance

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Encapsulation = Abstraction + Data Hiding. Abstraction is showing essential features and hiding non-essential features to the user.

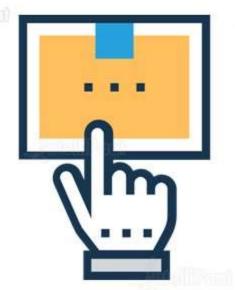


While writing a mail you don't know how things are actually happening in the backend



Sometimes when writing code there are certain fields and methods we do not wish for others who are using the class to be able to access

For example when creating a class for accessing a cloud database the users should not be able to access methods that build the request to be sent over the network





To overcome this issue we use Encapsulation. So that all the code related to a particular task is in one location and only important functionality is exposed for users to use

To restrict user access we use construct called access modifier such as public, private and protected





Public

Protected

Private

The public access modifier is what is applied to all python fields and methods, so if not specified then everything is public





Public

Protected

Private

The protected access modifier is used to restrict access to fields and methods by anyone using an object of the class, but classes that inherit these fields and methods can access the



Intellifort



Public

Protected

Private

To specify if a something is protected in python you prefix its name with a single underscore e.g. _name, _get_data etc.



Intellifort



Public

Protected

Private

The private access modifier is used to restrict access to fields and methods by anyone using an object of the class, even if these things inherited they cannot be accessed by the class





Public

Protected

Private

To specify if a something is private in python you prefix its name with a double underscore e.g. __name, __get_data etc.





How to access a Private Method?

```
class Car:
  def __init__(self):
    self. updateSoftware()
  def drive(self):
    print ('driving')
  def __updateSoftware(self):
    print ('updating software')
redcar = Car()
redcar.drive()
redcar._Car_updateSoftware()
```

Private method can be called using redcar._Car_updateSoftware()



How to access a Private Method?

To change the value of a private variable, a setter method is used

```
def setMaxSpeed(self,speed):
    self.__maxspeed = speed
```

```
redcar = Car()
redcar.drive()
redcar.__maxspeed = 10 # will not
change variable because its private
redcar.setMaxSpeed(320)
redcar.drive()
```













Demo: Encapsulation

Janual Post





















Polymorphism in Python









Polymorphism in Python



Functions with same name, but functioning in different ways



You behave differently in front of elders, and friends. A single person behaves differently at different time





For example suppose you have a class named Animal which has a method named speak which prints "I am an animal" to the screen

Then you have a class named Dog which inherits from Animal but overrides the speak methods to print "I am a dog" to the screen

```
class Animal:
    def speak():
        print("I am an Animal")

    def walk():
        print("I am an Walking")

class Dog(Animal):
    def speak(self):
        print("I am a Dog")
```

```
animal = Animal
dog = Dog()
animal.speak()
dog.speak()

I am an Animal
I am a Dog
```

Polymorphism in Python



Polymorphism with a function

Example

def in_the_pacific(fish):
 fish.swim()

sammy = Shark()

casey = Clownfish()

in_the_pacific(sammy)
in_the_pacific(casey)















Demo: Polymorphism

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