

Object Oriented Programming OOP

Using python.

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Write code in python

PEP8

- four spaces for indentation
-



Object Oriented Programming

OOP

There are important concepts classes and objects.

E

ach object is a instance of a class.



Blueprint - class

The classes are blueprint



Encapsulation

Hide code



polymorphism



Unified Modeling Language

UML



- 4 spaces to indent
- a length of maximum 79 characters per line

break before binary operators

pep8

```
result = first_value  
+ second_value  
+ third value
```



import statement

always head of sheet, in the following order.

```
standard library imports  
third import  
local
```

we need add a blank line separating each one.

```
import os  
import sys  
  
import numpy  
import pandas  
  
import module_statistics
```



```
lista = [  
    1,2,3,  
]
```

Classes

```
class ClassName:  
    pass
```



another

PEP8

```
i = i + 1  
update += 1  
result = first_value + second_value
```

dont use space in parameters by default.

```
def function(parameter_one, parameter_two=0.1)
```



classes

The name of classes uses CamelWord

```
import pandas as pd  
pd.__doc__
```



Built in classes

The following are examples of **built-in classes**.

- int
- float
- str
- Bool
- list



__init__

initializer method

Also denominated as **constructor**



Cluster project

We can use class to make a project about cluster, adding and removing features.



Methods

A method is similar to a function but belong to a instance of a class.

```
data = []  
data.append('value')
```



Special Methods

`__init__` `__str__` notice that have the adjective of method. Why?



Override Methods

suppose that you have two points Q and P , if we apply $+$ this will be produce a error then we need override it: this inside of the class definition of point

```
class Point:
    def __init__(self, x, y):
        self.x = x
        self.y = y

    def __str__(self):
        return "Point({}, {})".format(self.x, self.y)

    def __add__(self, another):
        return Point(self.x + another.x , self.y + another.y)

point_one = Point(10,11)
print(point_one)
print(point_one + point_one)
```



define a class for cluster. define a origin define a belonging to cluster
define a linkage method.



Parent class



change attributes value

```
class Point:
    def __init__(self, atributteOne,atributteTwo):
        self.atributteOne= atributteOne
        self.atributteTwo= atributteTwo
```

Without the `__init__` method we have change attributes values using dot notation each time that we create a instance. **self** made reference to the id or name variable of the instance. **self** no it is a compulsory or keyword only is a agreement. You can think in **self** as a placeholder.



Attributes in the instances are known as instance variables.



Docstring

```
class Point:
    """ This could be a message to know
        what is the purpose of this class."""
    def __init__(self, atributteOne,atributteTwo):
        self.atributteOne= atributteOne
        self.atributteTwo= atributteTwo
```



Method

Methods are as functions, it allow us interact with the object.

```
class Point(object):  
    def __init__(self, x, y):  
        self.x = x  
        self.y = y  
    def distance(self, sPoint):  
        return (((self.x - sPoint.x)**2)  
                + ((self.y - sPoint.y)**2))**(1/2)
```

Then the **distance methods** allow us to know the euclidean distance with another point.

```
pointOne= Point(0,0)  
pointOne.distance(Point(0,0))
```



Inheritance

```
class metric(point):  
    pass
```

In this sense in this case Point is object and inherits attributes. Then **point** it is superclass of metric.



Point class

Now we can create some instances of the **Point** class.

```
x = Point(10,4)  
y = Point(11,12)
```



__str__ method

When you type:

```
Point(0,0)
```

this will return something like `<__main__. Point object at 0x7fa9>` when the user invoked a **print()** statement over the object then call the **__str__ method**



Instance variables

live in a instance.

```
class Point():  
    pass  
point_one=Point()  
point_one.x=1  
point_one.y=-3
```

unlikewise to functions a method have at least one parameter.

```
class Point():  
    getX(self):  
        return self.x  
point_one = Point()  
point_one.x=10  
print(point_one.getX())
```



init method

hello



Searching instance variables and methods.

In a hierarchical way, first search in the instance and after in the class.



returning instances

We can return a instance defining this in the class:

```
class Point:
    def __init__(self,...)
        """docstring"""
    def method(self,...):
        return Point(...)
```



sorting instances

For understand better this it is necessary check the concept of lambda, and the method key in list.





side effects



REST API



Inheritance

it is a useful concept to inherit attributes and methods from another class, for instance felines share mainly properties with cats therefore felines is a **super class** and cats is a **child class** or **subclass**.

```
class Feline:
    def __init__(self):
        self.tail=1
        self.fangs=1
    def hunting(self):
        print('i am hunter')
```

After all, every cat it is a feline:

```
class Cat(Feline):
    def __init__(self):
        Feline.__init__(self)
        self.domestic=1
```

```
gato = Cat()
```



overriding the parent method

Extending class

inherit a method of a parent class, but change its behavior. only need specify the behavior of method in subclass to override the parent class method.



test.testEqual function

```
import test
test.testEqual(function(...), expected_value)
```

we can uses

```
assert exp_one == exp__two
```

when both variables have different values, then a



side effects



Development



Testing classes

we can test the `-- init --` method.



exceptions



StopIterationException



Errors

Syntax errors and exceptions(error in execution) the last are syntactically correct and the first not.

Exception is a object, with a description a traceback (where problem occurred).



Kind of errors

Built-in Exceptions

- ZeroDivisionError
- NameError
- TypeError
- ValueError
- KeyError (to dictionary)
- IndexError (to list)



syntax

```
try:
#statement_to_try.

except:
#if statement_to_try fail then run statement_except.

else:
#if try is finished python search the else clause and excute
    else statement.

finally:
#python always executed this statement.
```

it is important to know that could appear several except blocks.



example

```
num = 1
den = 0
try:
    div= num/den
    num + den + rest
except:
    pass
```



example

```
num = 1
den = 0
try:
    div= num/den
except ZeroDivisionError:
    pass
```

Now suppose that num is a **string** then another

Catch specific exceptions are better

Take into account that is better catch specific exceptions and not general to not hide other problems.

```
num = 1
for den in [1,'string',30,0]:
    try:
        result = num/den
        print(result)
    except TypeError:
        print('data contain string')
    except ZeroDivisionError:
        print('data contain a zero in denominator')
```



raise exception

```
if exp is not str:  
    raise Exception('Not is a string')
```



Assert

This function could be useful to debugging code.

```
assert(condition), "If not met display this message"
```

if the condition not is met this will produce a `AssertionError` and the program crash.



Encapsulation

Sometimes we need refer some attributes or methods that can not invoke outside of the self class, this privacy is guaranted with dunderscore

```
class information:
    def __init__(self,data, language):
        self.__info1=info1
        self.info2=info2
data=information('structured','SQL')
print(data.info2)
print(data.info1)
```

the last line will arise a exception due the attribute **info1** only must be accessed by the class self.



polymorphism

Think in that you can run over the items of a iterable object or sequence, list, tuple and dictionary. This means that a method is shared by two or more objects.

think for instance that the $+$ operator act over **integer**, **float**, and **both**.



Important things

- object based-modular structures
- data abstraction
- automatic memory management
- classes
- inheritance
- polymorphism
- dynamic binding
- multiple and repeat inheritance



UML class

class Name:

-Attribute 1: Int

+methodOne(one:int)

```
class Name:  
    def __init__(self,attribute1):  
        self.attribute1 = attribute1  
  
    def methodOne(one):  
        statements
```



builtin module

This module is loaded automatically for python and contain the classes for *int*, *str*, *float* and thus..

```
help(class)
```



Variables and functions

```
def count_vowels(iterable):  
    vowel=0  
    for i in iterable:  
        if i in ['a','e','i','o','u']:  
            vowel += 1  
    return vowel  
  
print(count_vowels('abcdefg'))  
vowel= count_vowels  
vowel('abcdefg')
```

Notice that, we save the function **count_vowels** in the variable **vowel**.



nested functions

We must remember that we can define functions inside functions, that are not could called outside of the main function, for instance:

```
def main():  
    def hello_world():  
        print('hello world')  
    hello_world()  
main()
```

put if we try call this functions outside of main, this raise a exception (NameError).



returning functions

Remember that $\sum_{i=1}^n x_i = \frac{n(n+1)}{2}$ and $\sum_{i=1}^n x_i^2 = \frac{n(n+1)(2n+1)}{6}$ We can return functions with another function:

```
def suma(n,degree=1):  
    print(f'the sum of the numbers in {degree}')
```

```
    def gauss():  
        return n*(n+1)/2  
    def square():  
        return n*(n+1)*(n*2+1)/6  
    if degree==1:  
        return gauss  
    else:  
        return square  
suma(10,2)()  
suma(10,1)()
```



decoradores

used to add feature to a function, then we have:

```
def decorator(function_to_add_feature):  
    def auxiliar function():  
        statements  
        function_to_add_feature():  
    return auxiliar_function
```



put

What happen if we dont put `super.__init__(self, attributeOne, attributeTwo)`. My idea is that the syntax: `class Child _class(Parent_ class)`: only refer the class, but when you create a instance and require data for instance:

```
class Parent:
    information='this is for all parent classes'
    def __init__(self,data1,data2):
        self.data1=data1
        self.data2=data2
```



```
class Child(Parent):  
    child_data = 'data_created in child'
```

Note that if you dont define a `__init__` method automatically the instance `objeto_child` require the parameters defined in `Parent` class.

```
class Child(Parent):  
    def __init__(self, argumento1, argumento2):  
        self.argumento1= argumento1  
        self.argumento2=argumento2
```

note that the child class have as input another variable names as `parent` and therefore this override the attributes for one.



Super.__init__(self,...)

Part one

```
class Parent:
    attribute_One='loaded automatically to be loaded'
    tricky_attribute='this a tricky attribute'
    def __init__(self,parameter_One,parameter_Two):
        self.parameter_One= parameter_One
        self.parameter_Two= parameter_Two

class Child(Parent):
    def __init__(self,parameter_One,parameter_Two,
        parameter_Three):
        pass
        # Note that here we need to specify again
        self.parameter_One=paramter_One
        # Note that here we need to specify again self.parameter_Two
        = parameter_Two
```



Super.__init__(self,...)

Part two

```
#To avoid this we need only indicate that initialize the  
attributes in Parent class with  
Parent.__init__(self,parameter_One, Parameter_Two)
```

```
class Child(Parent):  
    def __init__(self,parameter_One, parameter_Two,  
        parameter_Three):  
        self.parameter_Three= parameter_Three  
        Parent.__init__(self,parameter_One,parameter_Two)
```

```
try1=Child('informationOne','informationTwo','InformationThree')  
try1.parameter_Three
```



Super()

to invoke a function inside another subclass. the word **super()** indicate to python look up in the parent class. This also could be useful to add some features to another subclass functions.



Super()

```
class Dog:
    def __init__(self, pone,ptwo):
        self.pone=pone
        self.ptwo=ptwo
    def bark(self):
        print('wauu!')

class pinsher(Dog):
    def __init__(self, pone, ptwo, age):
        self.age=age
        dog.__init__(self, pone, ptwo)

    def bark_pinsher(self):
        print('-----')
        super().bark()
```

super().__init__()

```
class Animal:
    def __init__(self, var1, var2):
        self.var1=var1
        self.var2=var2
    def bark(self):
        print('auf')

class Dog(Animal):
    def __init__(self, var1, var2, var3):
        self.var3= var3
        super().__init__(var1, var2)
```

Note here that this not include the word **self**. Remember that in this case we are invoking no declaring. Note that class_name. could be useful to multiple inheritance.



Questions

why a class never is used as a glocal scope.



Hierarchical inheritance



isinstance and isinstance

```
isinstance(doberman,Dog)
```

```
issubclass(Dog, Animal)
```

both functions return a Boolean expression.



Multiple inheritance

```
class Animal:
    def __init__(self, var1, var2):
        self.var1=var1
        self.var2=var2
class Domestic:
    def __init__(self, domestic):
        self.domestic = domestic
        self.kind = kind
class Dog(Animal, Domestic):
    pass
```

if we try to create a instance with the paremeters **var1,var2,domestic** this will arise a exception due, the dog class does not what init method uses.



Multiple inheritace

Overriding __init__

```
class Animal:
    def __init__(self, var1, var2):
        self.var1=var1
        self.var2=var2

class Domestic:
    def __init__(self, domestic):
        self.domestic = domestic
        self.kind = kind

class Dog(Animal, Domestic):
    def __init__(self, var1, var2, domestic):
        Animal.__init__(self, var1, var2)
        Domestic.__init__(self, domestic)
```



Method Resolution Order

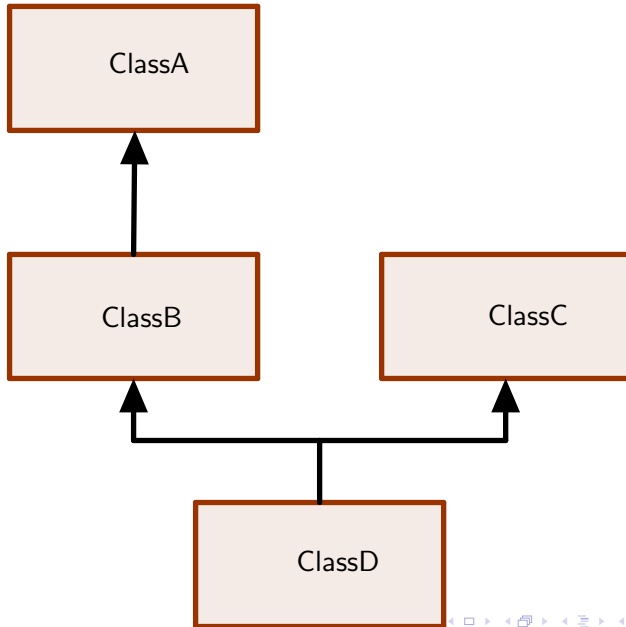
MRO

In some cases when a new class inherits from its parents, each one could have a same **method name**. following the code of the previous slide we have:

```
print(Dog.mro())
```

this will print out the order in which python looks up the methods.





Theory

- (+) public, accessible outside of class.
- (−) private, manipulable only inside of class.
- (#) private, but shared by its subclass.



Theory

Message

The message have three properties:

- receiver identity
- Method name
- parameters



to research

four principles:

- Abstracción
- Encapsulamiento
- Modularidad
- Herencia

otros a destacar son:

- polymorphism
- binding
- concurrence
- persistence



theory insights about encapsulation

encapsulation allow us join in the class attributes and methods.
the key feature of encapsulation is hide trivial information to the user.



Theory insights about polymorphism

Mean that one method, have multiple implementations. relative methods according to the class.

```
1 + 1
```

```
'hello' + ' world'
```

In this case each line contain two objects of different class, but the + operand make a sum up and a concatenation respectively.



dynamic binding:



Dynamic dispatch

To answer to what behavior of a polymorphic method invoke while the program is running.



dynamic binding or late binding

The messages sent, to invoke a method is in runtime or execution time and not in compilation.



hello

