

Introduction to Programming - Day 2

Ben Evans

Going Further With Python

- Introducing OO
- OO in Python
 - Classes
 - Design Patterns

Introducing OO

- Object Oriented Programming
- Basic Definitions
- Thinking About Data
- State Models

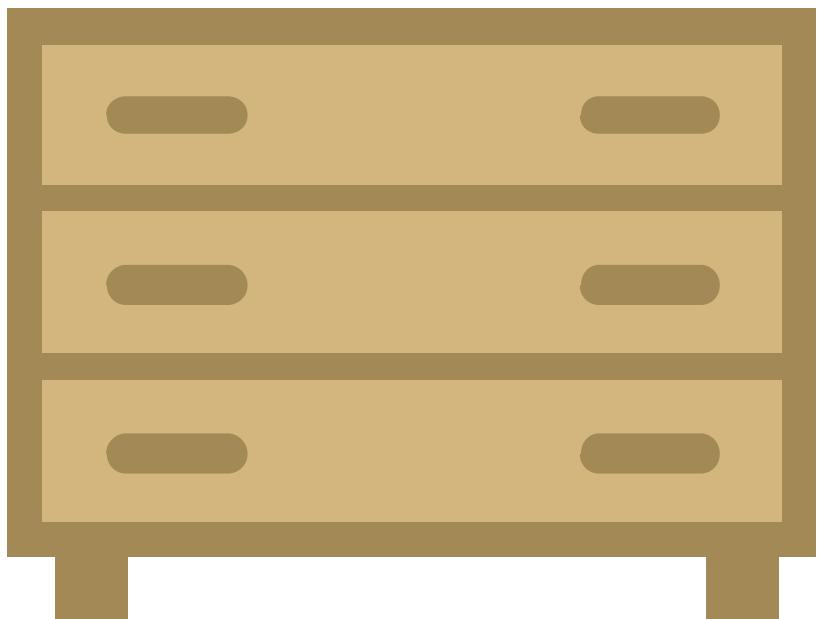
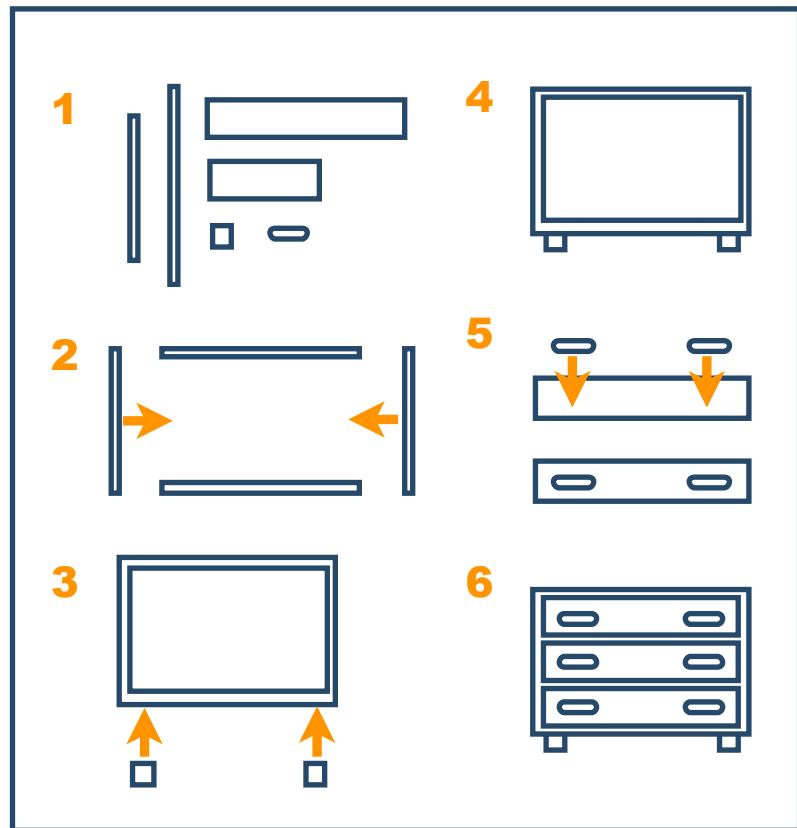
A Warning

- If you have experience with OO programming, be careful
- “Object-oriented” has different meanings in different languages.
- Don’t assume that Python works the same way as other OO languages
 - Particularly true for C++ programmers

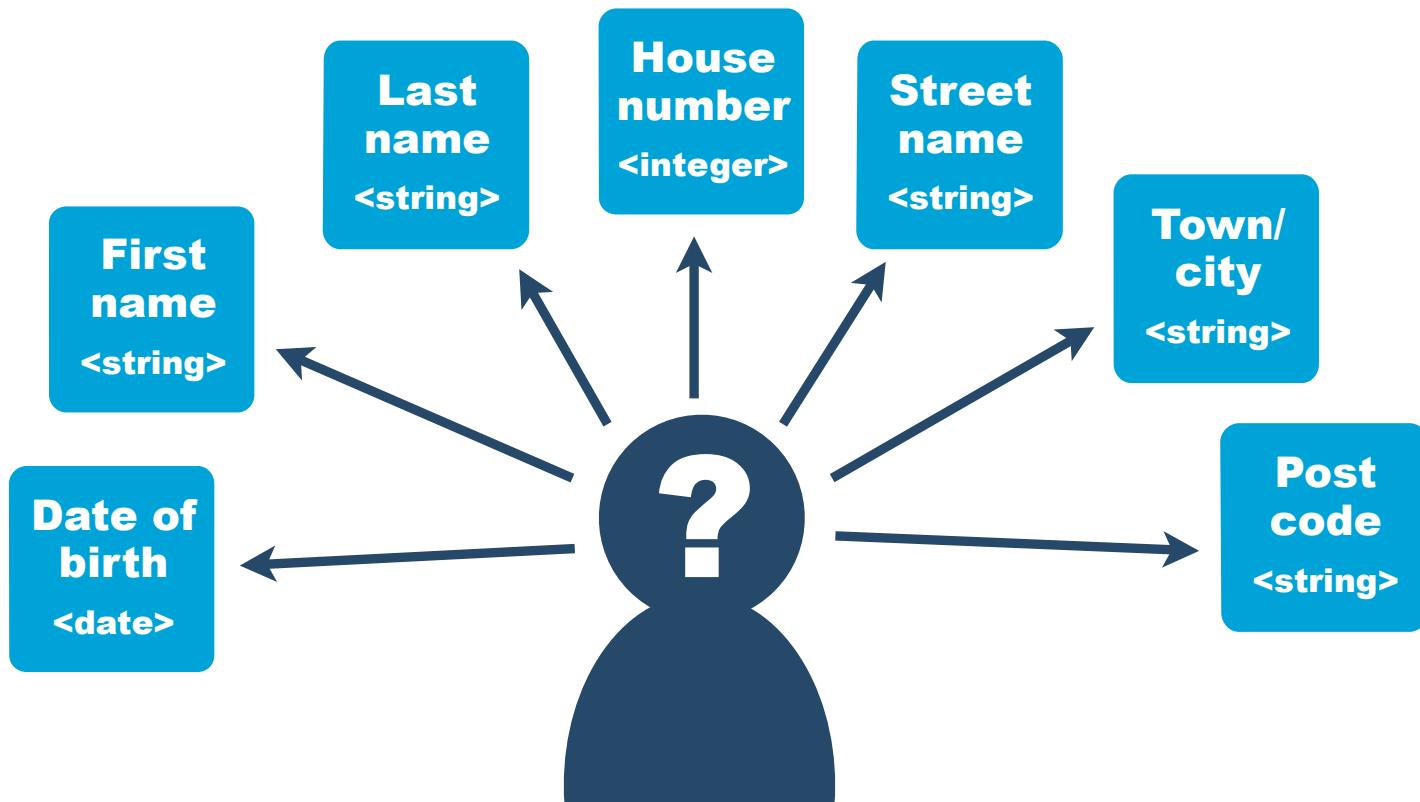
Definitions

- Class
 - A collection of
 - Data fields that hold values
 - Methods that operate on those values
- Object
 - An instance of a class
 - “A bundle of state and methods to act on that state”

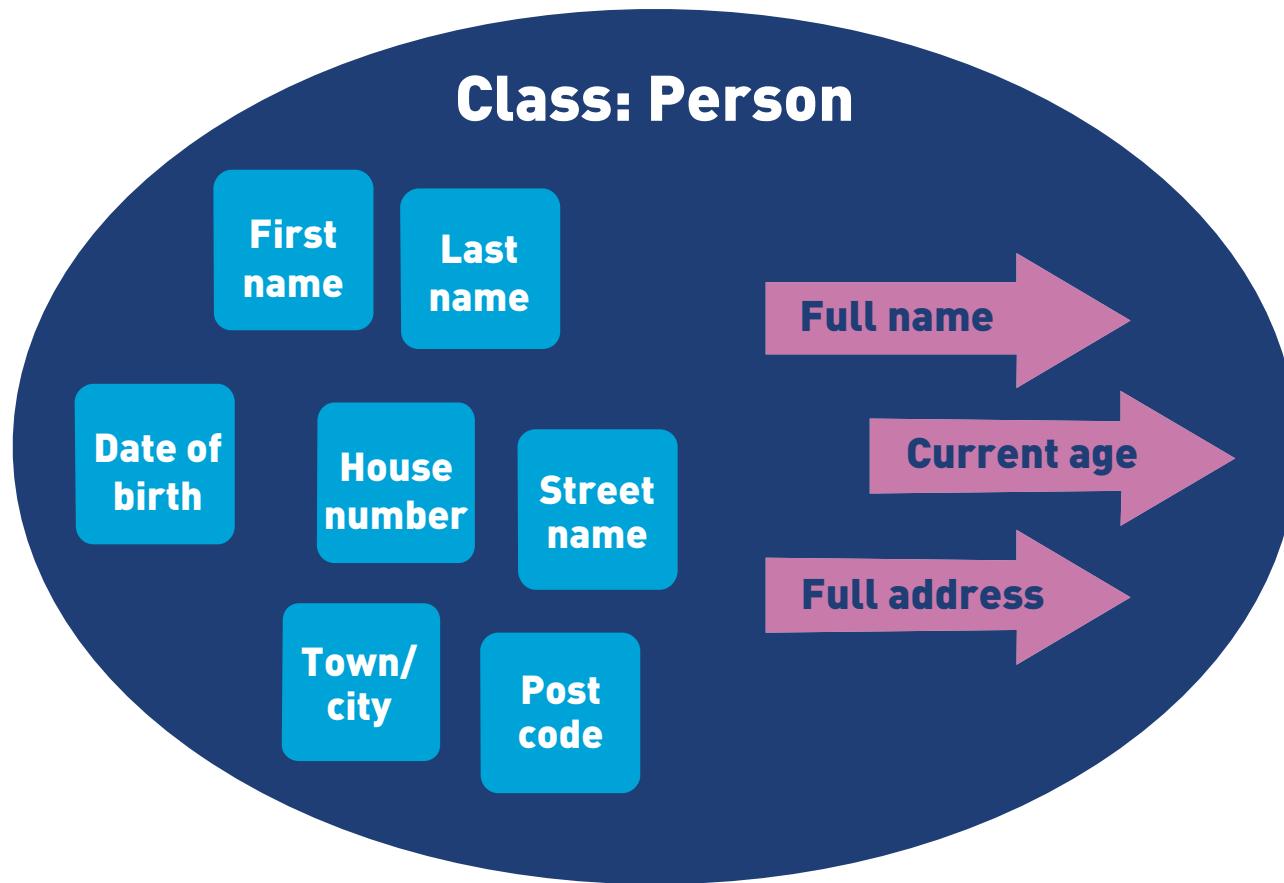
Class vs Object



Thinking about data



Classes



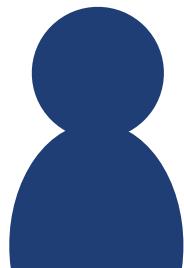
Methods

Method: Full name

First
name

+ <space> +

Last
name



First name: Bob

Last name: Smith

Full name: Bob Smith

Method: Current age

*Current
date*

— Date of birth

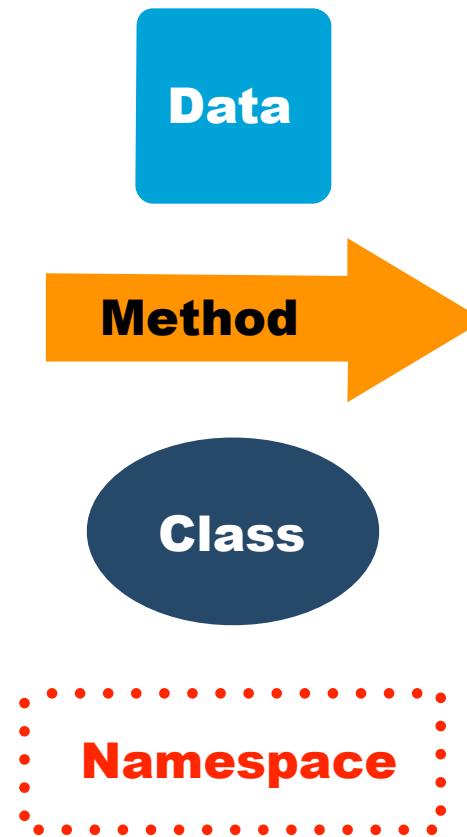


Current date: 24th May 2015

Date of birth: 21st May 1976

Current age: 38 years old

Summary: Building blocks



OO in Python

- Classes in Python
- Composition
- Inheritance

OO in Python

- Let's see how to do this in Python
 - `__init__` is the constructor

```
>>> class Address:  
...     'This class represents an address'  
...     def __init__(self, number, street, city, postcode):  
...         self.number = number  
...         self.street = street  
...         self.city = city  
...         self.postcode = postcode  
...     def address(self):  
...         return self.number + ' ' + self.street + ' ' + self.city + ' ' + self.postcode  
...  
>>> hudson_flat = Address("221b", "Baker St", "London", "NW1 1XX")  
>>> hudson_flat.address()  
'221b Baker St London NW1 1XX'
```

OO in Python

- Methods are public by default
- Methods are virtual by default
- Explicit ‘self’ parameter (provided via syntactic sugar)
- Classes are themselves objects
- Classes are created at runtime
- Python supports class fields as well as instance

OO in Python

- Extend from addresses to people...

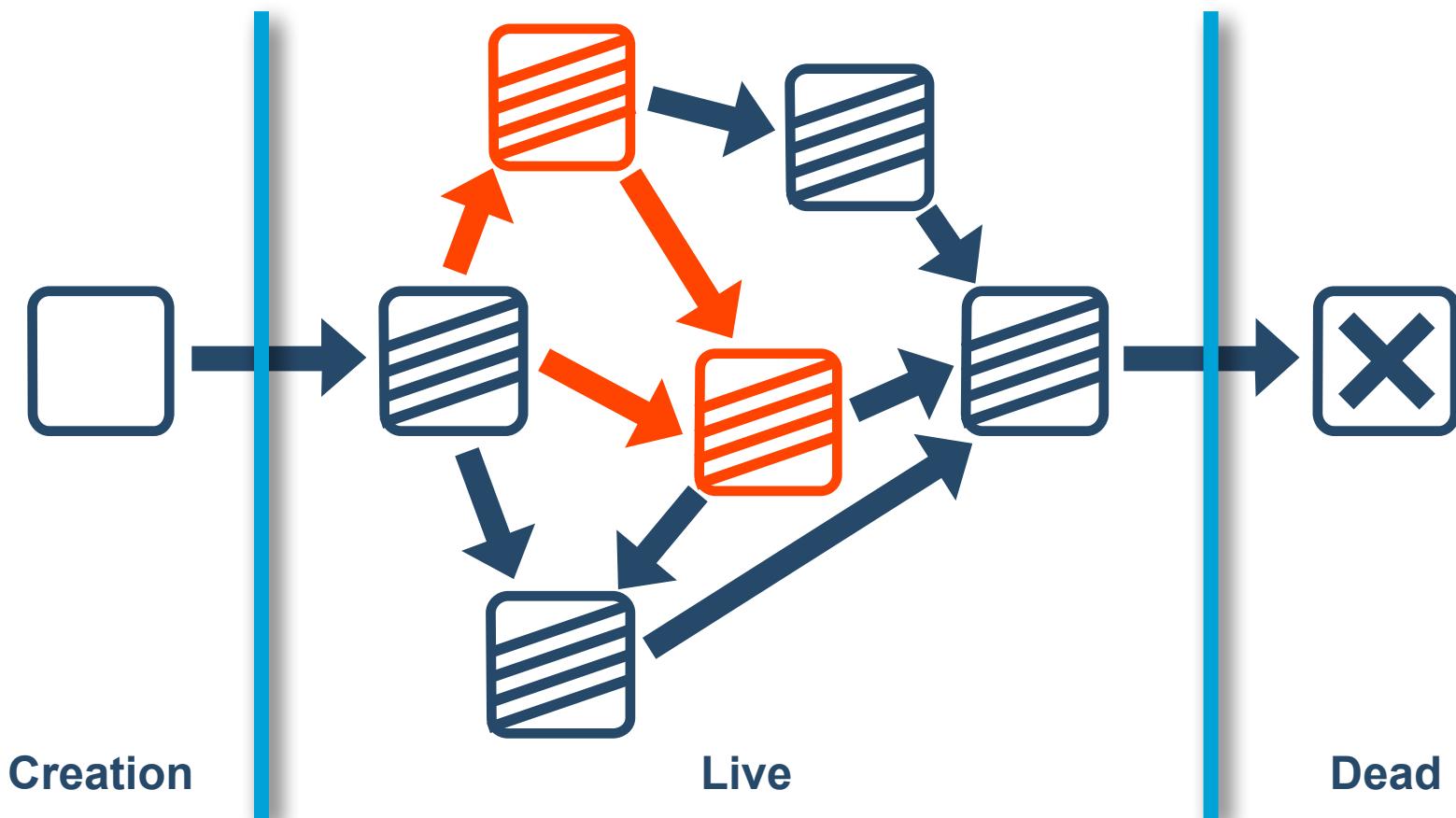
```
>>> class Person:  
...     'This class represents a person'  
...     def __init__(self, first_name, surname, dob, address):  
...         self.first_name = first_name  
...         self.surname = surname  
...         self.dob = dob  
...         self.address = address  
...     def full_name(self):  
...         return self.first_name + ' ' + self.surname
```

OO in Python

- Let's do some inheritance...
 - Note the explicit super call

```
class Detective(Person):  
    def __init__(self, first_name, surname, dob, address, assistant):  
        Person.__init__(self, first_name, surname, dob, address)  
        self.assistant = assistant  
  
>>> watson = Person("John", "Watson", "1974-03-22", hudson_flat)  
>>> holmes = Detective("Sherlock", "Holmes", "1976-07-19", hudson_flat, watson)
```

OO State Transition Model



Group Exercise A

- Design an object system to represent iTunes listens
- Group Discussion: 20-30 minutes

Patterns & AntiPatterns

- Pattern
 - A small-scale best practice in code
 - E.g. Iterator, Adapter, Singleton, Write-behind journal
- Antipattern
 - A larger-scale dysfunction of a project or team
 - E.g. Not Invented Here

Patterns: Recurring Themes

- How can we learn how to do better?
- Pattern Languages
 - A way of talking about software design
 - Higher level of abstraction
 - The essence of the software
 - Not tied to specific projects
 - Developers love war stories

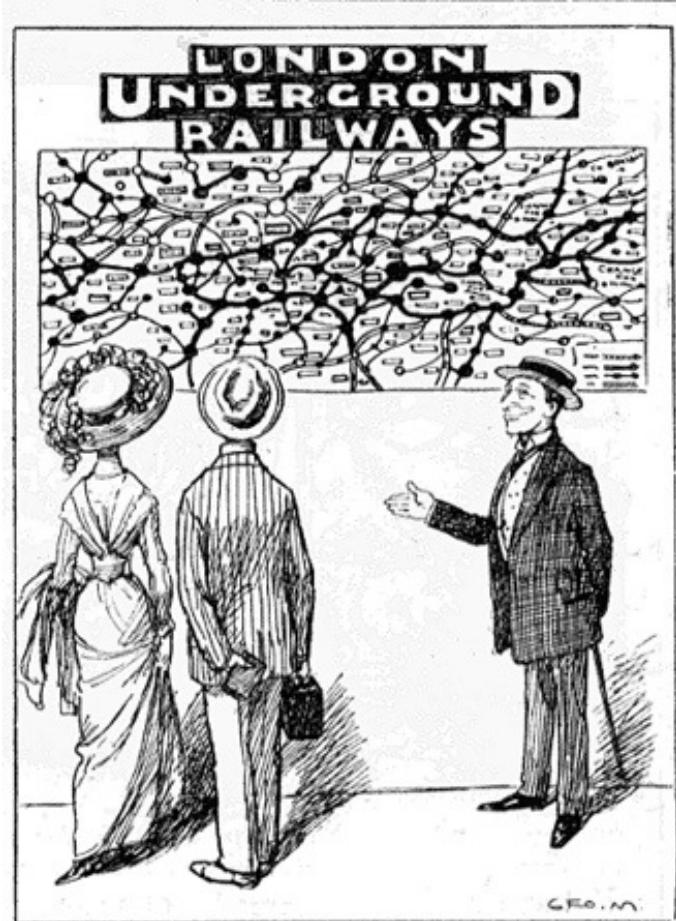
Adapter



Adapter



Simplicity?



Londoner (proud of the Tube system, to friends from the coun'ry). "THERE'S THE WHOLE THING, YOU SEE! ABSOLUTELY SIMPLE!"

Antipatterns: Study The Problems

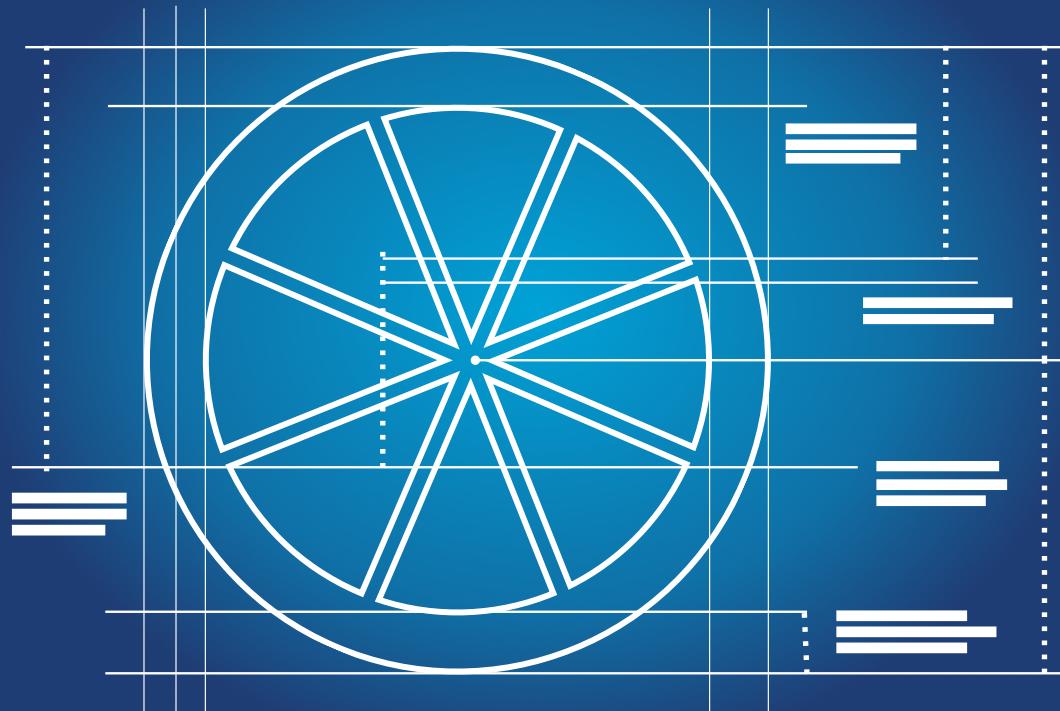
- How can we learn how to do better?
- Study the problem
- Look at failure cases
- Learn from them
- See how to avoid them

AntiPatterns



Not Invented Here

NEW – The Wheel!



Copyright

- © 51,297 BC
- © 48,120 BC
- © 48,113 BC
- © 31,875 BC
- © 26,524 BC
- © 22,005 BC
- © 19,710 BC
- © 15,014 BC
- © 12,979 BC
- © 9,345 BC
- © 7,210 BC
- © 6,862 BC
- © 6,590 BC
- © 4,201 BC...

(CTD OVER)

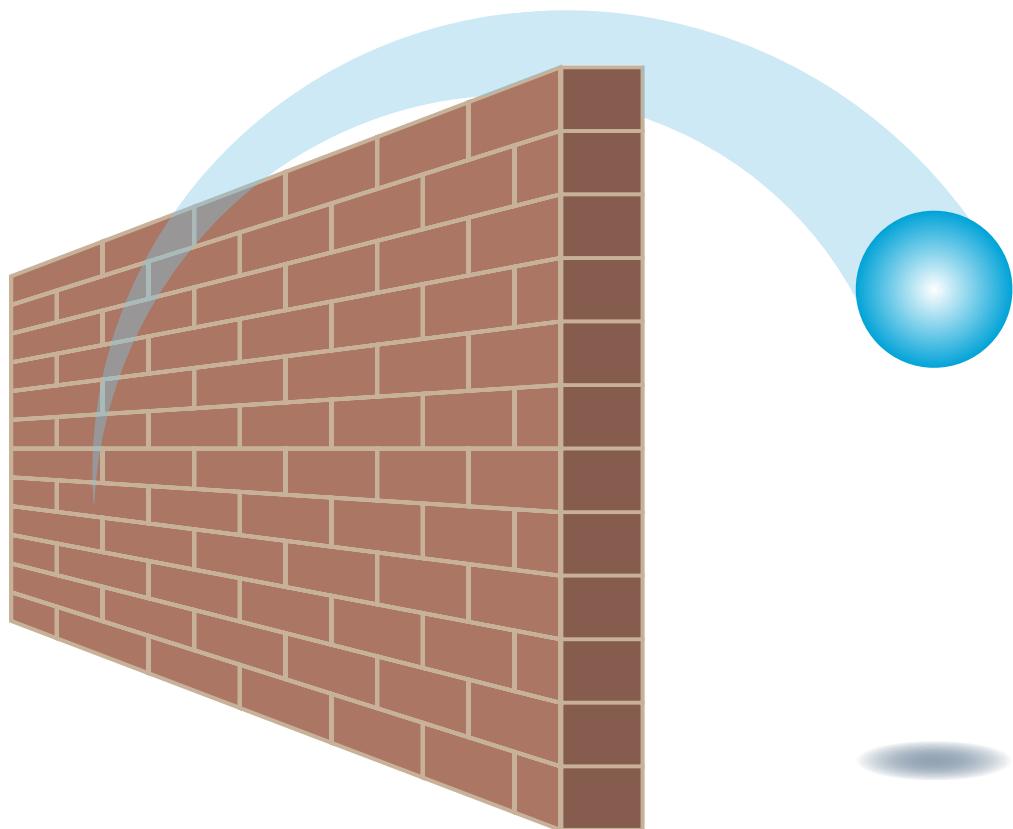
Blame Donkey



Blame Donkey

- Certain components are always identified as the issue
 - “It’s always JMS / Hibernate / ANOTHERTECH”
 - AntiPattern often displayed by management / biz
 - But Technology is not immune
- Reality
 - Insufficient analysis has been done to reach this conclusion
- Solutions
 - Resist pressure to rush to conclusions
 - Perform analysis as normal
 - Communicate the results of analysis to all stakeholders

Throw It Over The Wall



Throw It Over The Wall

- Teams focus on their immediate domain
 - “It has plenty of unit tests. QA should take over from here”
- Reality
 - Preventable problems pass into production
- Building better cross-team relationships helps
 - Seek to understand what other teams actually do
 - Outages and releases are much less painful
 - Hard to do with remote L1 operations teams