Lecture 7.3 : Object-oriented programming: Instance methods ¶

Adding an instance method

- Let's add another method to our Time class. This method will be called is_later_than() and returns True if one time is later than another.
- How will we go about writing this method? Let's start with its signature i.e. how many parameters
 will the method need to define? Since we are comparing two times it seems obvious that the
 method will require two times be passed to it, t1 and t2, both of which will be objects of the Time
 class.
- Next, what will our method return? It also seems obvious that our method will return a boolean, True if t1 is later than t2 and False otherwise.
- How will our method be invoked? Well, our method operates directly on an instance of the Time class so it will be an instance method. It really compares one instance of the class with another instance of the same class. Thus we will invoke it like this: t1.is_later_than(t2) in order to task "Is t1 later than t2?" Once we have our method written we can use it as follows:

```
>>> from time_v05 import Time
>>> t1 = Time(13, 43, 6)
>>> t2 = Time(14, 52, 7)
>>> t3 = Time(14, 43, 7)
>>> t4 = Time(13, 43, 7)
>>> t2.is_later_than(t1)
True
>>> t1.is_later_than(t2)
False
>>> t3.is_later_than(t2)
False
>>> t4.is_later_than(t1)
True
```

• Here is our Time with the new method highlighted:

```
# time_v05.py
class Time(object):

def __init__(self, hour=0, minute=0, second=0):
    self.hour = hour
    self.minute = minute
    self.second = second

def is_later_than(self, other):
    # Compare hours
    if self.hour > other.hour:
        return True
    if self.hour < other.hour:
        return False

# Hours are equal so compare minutes
    if self.minute > other.minute:
```

- So when we call t1.is_later_than(t2) the t1 argument becomes self in the method while the t2 argument becomes other. Remember t1.is_later_than(t2) is really just shorthand for Time.is_later_than(t1, t2) and in the latter it is obvious that t1 becomes self and t2 becomes other inside the method.
- Study the method to ensure you understand how it works. It begins by comparing hours, then
 minutes and finally seconds. Note how it returns True or False immediately enough information
 has been gathered to make a decision. We can return from a method any time. We do not have
 to wait until the end of its code has been reached. (This technique can help keep your code
 succinct.)
- Looking again at our is_later_than() method, it could require making many comparisons (through if statements) before coming to a conclusion. The problem is we have potentially many attributes to compare (hour, minute and second from each of self and other). It might help if we could could convert all of the attributes of self and other into a single number and compare them instead. Any ideas on how to proceed?
- Well if we convert each Time instance's attributes to a total number of seconds since midnight (00:00:00) then comparing two times can be done simply with >, <, ==, etc. So we need to add another method to our class called time_to_seconds() that specifies a single Time object parameter and returns a single number representing the corresponding number of seconds since midnight. The method will be another of our Time class's instance methods. We will call this helper method from our updated is_later_than() method. Putting it together we get:

```
# time_v06.py
class Time(object):

def __init__(self, hour=0, minute=0, second=0):
    self.hour = hour
    self.minute = minute
    self.second = second

def time_to_seconds(self):
    return self.hour*60*60 + self.minute*60 + self.second

def is_later_than(self, other):
    return self.time_to_seconds() > other.time_to_seconds()

def show_time(self):
    print('The time is {:02d}:{:02d}:{:02d}'.format(self.hour, self.minute, self.second))
```

Let's verify everything works as before:

```
>>> from time_v06 import Time
>>> t1 = Time(13, 43, 6)
>>> t2 = Time(14, 52, 7)
>>> t3 = Time(14, 43, 7)
>>> t4 = Time(13, 43, 7)
>>> t2.is_later_than(t1)
True
>>> t1.is_later_than(t2)
False
>>> t3.is_later_than(t2)
False
>>> t4.is_later_than(t1)
True
```

Adding another instance method

• Let's extend our Time class with a more complex instance method. This one will take two Time objects and add them to produce and return a new Time object. We want the new Time object to be a valid time in the 24-hour format. Again, when writing a new method we start with its signature i.e. how will we invoke the method? It seems it ought to work as follows: t3 = t1.plus(t2) where t3 is the result of adding Time t2 to t1. Thus we should be able to do the following:

```
>>> from time_v07 import Time

>>> t1 = Time(13, 58, 23)

>>> t2 = Time(0, 10, 0)

>>> t3 = t1.plus(t2)

>>> t3.show_time()

The time is 14:08:23

>>> t4 = Time(16, 18, 36)

>>> t5 = Time(12, 10, 19)

>>> t6 = t4.plus(t5)

>>> t6.show_time()

The time is 04:28:55
```

- Note we do not want t3 to be 13:68:23 as that would not be a a valid time in the 24-hour format.
 For similar reasons t6 should not be 28:28:55. So we have to correctly handle wraparound in our new method.
- The most straightforward approach to coding our new plus method would seem to be to take the two Time instances passed to it and firstly convert each to an equivalent number of seconds. We can then add the seconds in each to produce a total number of seconds. Finally we need to convert this total number of seconds back into a valid Time object to be returned to the caller. To to the conversion we will have to add another helper method seconds to time().
- Where will we put the helper method seconds_to_time()? This is an interesting question. Is it
 an instance method? If it were an instance method we would add it to the class definition as we
 have done with all of our methods so far. It is not an instance method however. How do we know
 it is not an instance method? Because it is a method that it makes sense to call in the absence of
 an instance of the Time class. In other words we should not be required to have an instance of
 Time in order to invoke the method seconds_to_time(). All we should require is a number of
 seconds from which we want the method to derive an instance of the class Time.

• Given it is not an instance method, for now we will simply add seconds_to_time() as a function to the module containing the definition of our Time class as follows:

```
# time v07.py
class Time(object):
   def __init__(self, hour=0, minute=0, second=0):
       self.hour = hour
       self.minute = minute
       self.second = second
   def time to seconds(self):
       return self.hour*60*60 + self.minute*60 + self.second
   def is later than(self, other):
       return self.time to seconds() > other.time to seconds()
   def plus(self, other):
       return seconds to time(self.time to seconds() +
                               other.time to seconds())
   def show time(self):
       print('The time is {:02d}:{:02d}'.format(self.hour,
                                                        self.minute,
                                                        self.second))
def seconds to time(s):
   minute, second = divmod(s, 60)
   hour, minute = divmod(minute, 60)
   overflow, hour = divmod(hour, 24)
   return Time(hour, minute, second)
```

- The seconds_to_time function makes use of divmod(). What does divmod do? Well minute, second = divmod(s, 60) divides s by 60 and puts the resulting whole number of minutes in minute with any remainder going in second. So 1, 20 == divmod(80, 60) or "80 seconds is equal to 1 minute 20 seconds".
- We apply similar logic to working out the final number of minutes and hours in our new Time object. Again, we have to look after wraparound issues in order to avoid generating Times such as 26:78:91.

Another special method: str ()

Another special method that we can usefully override is __str__(). Whenever Python sees print(class_instance) it checks whether the class in question has a method named __str__(). If it does the method is invoked (and passed a copy of the object as usual in self). What is printed is the string returned by the __str__() method. We can replace our show_time() method with this special method to make printing times handier. Below find the updated class and a demonstration of the method in action:

```
# time_v08.py
class Time(object):

def __init__(self, hour=0, minute=0, second=0):
    self.hour = hour
    self.minute = minute
    self.second = second
```

```
def time_to_seconds(self):
        return self.hour*60*60 + self.minute*60 + self.second
   def is_later_than(self, other):
        return self.time_to_seconds() > other.time_to_seconds()
   def plus(self, other):
        return seconds_to_time(self.time_to_seconds() +
                               other.time to seconds())
   def __str__(self):
       return 'The time is {:02d}:{:02d}:{:02d}'.format(self.hour,
                                                         self.minute,
                                                         self.second)
def seconds_to_time(s):
   minute, second = divmod(s, 60)
   hour, minute = divmod(minute, 60)
   overflow, hour = divmod(hour, 24)
   return Time(hour, minute, second)
```

```
>>> from time_v08 import Time

>>> t1 = Time(11,23,15)

>>> t2 = Time(8,12,40)

>>> print(t1)

The time is 11:23:15

>>> print(t2)

The time is 08:12:40
```