

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:
```


- 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 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 do 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}:{: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

```