# week 5

notes

## Variable: protected and private

Protected

By prefixing with single underscore. Does \*not\* change anything, just a convention!

#### Private

By prefixing with at least two underscores and suffixed with at most one underscore

## setters and getters

- "getters" and "setters" methods are often use to modify the class variable/property.
- as opposed to referring it by:

InstanceName.Instance.Variable

 the getters use "return". previous simple method examples "print". this way the resulting value cannot be assigned to a variable. with return you can assign the result to a variable

#### examples:

```
def setname(self, fullname):
    self.name = fullname
```

def getname(self): return self.name

### static method

using static methods, declared by using @staticmethod "decorators", you can call a method by its class Name, without even instantiating an object. There are cases where you want to do this.

(it's a bit like "helper class in Java)

#### examples:

@staticmethod
def displayCountess():
 return Employee.empCount

(if you use this in "Employee" class) you can then call this method by: Employee.displayCountess()

\_\_\_init\_\_\_

remember \_\_\_init\_\_ method is a special one, it gets executed every time you instantiate an object. you could use this to keep track something/count as objects are get created

## again, dictionary!!

remember you can define an empty dictionary a={}

and keep adding key/values by specifying a[key]=value

## **Importing**

There are (at least) 2 ways to import external file (module), for example you have a python file <test.py> that has a class called check

- 1. import test
- 2. from test import check

## Importing(cont)

- 1. #1 you need to call the class with module name prefix : test.class
- 2. #2 you can directly call class