CSCI3180 Asgn 2

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**Task 2**

1. Functions can be applied on arguments of different types.

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| --- | --- |
| **class** A:   **def** b(self, i=**'default'**):  **print**(**'Nothing'**)  **print**(i)   a = A() a.b(2) a.b() | Nothing  2  Nothing  default |
| Python | stdout |

We can use default value for arguments. Even though we put an integer instead of string, it works.

1. Possibilities of mixed type collection data structures

**class** Human(object):  
 **def** nextMove(self):  
 **return** None  
 **def** eat(self):  
 **return** None  
  
**class** Ghost(object):  
 **def** nextMove(self):  
 **return** None  
 **def** kill(self):  
 **return** None  
  
**class** Computer(object):  
 **def** nextMove(self):  
 **return** None  
 **def** calculate(self):  
 **return** None  
  
*# the following collection contains different types of object*objects = [Human(), Ghost(), Computer()]   
moves = []  
**for** obj **in** objects:  
 *# they all have nextMove(), so I can call it* moves.append(obj.nextMove())

As you can see, Human, Ghost, Computer are three different types of object. They can be put into one single list, and we can still call their nextMove() without casting or specifying that they have nextMove().

1. No need for type declaring

I don’t need to declare type for every variable in Python.

**Task 3**

1. Scenarios 1 – we don’t need to do so many type castings when using the object.

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| --- | --- |
| **for** (Object obj : **teleportObjects**) {  **if** (obj **instanceof** Human)  ((Human) obj).teleport();  **else if** (obj **instanceof** Chark)  ((Chark) obj).teleport();  **else if** (obj **instanceof** Obstacle)  ((Obstacle) obj).teleport(); } | **for** teleportObject **in** self.\_\_teleportObjects:  teleportObject.teleport() |
| JAVA | Python |

We can see JAVA version is longer. If we have more races in the future, we need more casting and the code is longer and longer. However, what it does is just teleporting, not adding new features. We can conclude that Python is more flexible and convenient.

However, I think this may not be an absolute advantage. If somebody append some objects without teleport(), it will result run-time errors. Instead, JAVA can achieve the similar thing by introducing a new interface but without run-time errors. Anyway, Python is shorter.

1. Scenarios 2 – we can use dynamically length array

|  |  |
| --- | --- |
| **teleportObjects** = **new** Object[**n** + **O**]; | self.\_\_teleportObjects = [] |
| JAVA | Python |

In JAVA, we need to declare teleportObjects’ size. In Python, we don’t need, because it is a list. I can just use append in Python instead of array assignment in JAVA. I don’t need to calculate the array index of the inserting object. This is more convenient.

**Task 4**

Using Scenarios 1 example, if an object can teleport(), I don’t need to cast it to an object which contains a method teleport() to invoke it. I just need to invoke it deservedly, because the method is defined on it. Therefore, it cannot check during compile time. When the method is called, the existence of the method will be checked on run-time.

Nowadays, we always use interactive Python notebook to do experiment. Dynamic typing is more suitable for interactivity. We can prototype rapidly.