Thinking about a solution in an object-oriented way

- Describe an algorithm using things and actions
 - <u>Things</u> represent abstract data types that will become <u>classes</u> in your OO code;
 - Actions represent behaviours that will become methods inside your classes;
- Do not describe your algorithm using low-level details and types
 - e.g. to get all plasmids of a fasta file, don't say:
 - Open the text file in read mode, read the first string and call it the header, read the second string and call it the sequence, and if the substring "plasmid" or "pld" is inside the header, build a class with the two strings and output it;
 - Be more general, use **things and actions**:
 - Open a Fasta File, and for each Fasta Record, check if it is a plasmid. If yes, then output
 it.

Solution

```
For each plasmid in the fasta file:
   For each gene in the plasmid:
    If at least one transcript can be expressed:
       Output that the gene can be expressed;
    Else:
       Output that the gene won't be expressed;
```

Solution

```
Open the fasta file
plasmids = empty list
For each fasta record in the fasta file:
  If fasta record is a plasmid:
     Add the plasmid to plasmids
For each plasmid in plasmids:
  For each gene in the plasmid:
    If any of the possible 6 transcripts of the gene does not have a
premature stop codon:
      Output that the gene can be expressed;
    Else:
      Output that the gene won't be expressed;
```

Classes

- A set of data (attributes) and functions (methods);
- Helps to modularise software;
- Objects are instances of classes;
- Attributes (data) must be private to objects (encapsulation);
- Methods define what can we do with an object;

Procedural approach

- Data types are just "containers" of data;
- You simply do whatever you want with them;

```
class Point:
    def __init__(self, x, y):
        self.x = x
        self.y = y

def main():
    point = Point(0, 0)
    point.x = 2
    point.y = -3
```

Object orientation

- Data types are <u>living</u> objects;
- They have their own data, <u>UNACCESSIBLE</u> to you (private attributes);
- They implement their own <u>BEHAVIOURS</u> (private methods);
- You don't need to know <u>HOW</u> they do things, just <u>WHAT</u> they do;
 You <u>TALK/ASK</u> your objects they can <u>REJECT</u> what you ask;
- You need to ABSTRACT what is important for a class in your code;
- A class Person can't have all attributes and methods a person can do; class Point:
- def main():
 point = Point(0, 0)
 point.move(2, -3)

UML DIAGRAMS

Represent set of classes and their relationship

© DNASequence

_sequence : str

___init__(sequence: str)
get_rc() -> 'DNASequence'
get_sequence() -> str
shift(amount: int)











