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https://github.com/maddieschiffler/IntroToProg-Python-Mod07

Assignment 07 – Classes and Objects

Introduction

In this assignment, we are putting our function knowledge to use. We focused on constructors, attributes, properties and class inheritance. Everything that our program is doing has been mostly broken out into different functions.

Valuable Lessons

We learned about getters and setters; validation and error handling were moved into the setter function. One thing we learned about is the '__str__()' function and how it is referenced when the print statement is used. Learning how to define a class that inherits code from another class was something else we learned. I didn't quite understand how the super method worked, but it appeared to be able to assist in the connection between the classes that reference one another.

Frrors

I ran into the following KeyError:

Figure 1: KeyError when trying to read data from Json file

I think this was happening because I had the variables defined differently in my Json file. But after I resolved that issue, I ran into another string of red text. My initial constructor in the Student class was returning a string instead of a super.

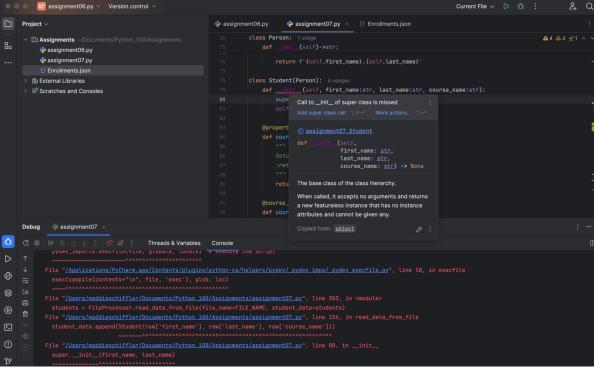


Figure 2: Constructor returning string instead of super

I got really stuck here. I'm not really sure what I changed that worked because I tried a bunch of things but eventually, I found a way to resolve the issue. The last thing I ran into was not being able to write the student data to a file. I didn't take screenshots of those errors, but my issue was that I didn't change the variable name from 'student_data' to the temporary 'file_name' in the Json.dump function.

Summary

To conclude, this week one of the main things we learned was how to convert the reading of lists of dictionaries to the data stored in the 'Student' class. It is interesting how most of the assignments have had the same result, but the way the program is built is everchanging. It really shows that there are many different ways to complete a task, but that best practice in organization and structure of the program will provide cleaner and easier to read code.