Exercise Sheet 3

Exercise 1 - Exceptions

Write a function called oops that explicitly raises an IndexError exception when called. Then write another function that calls oops inside a try/except statement to catch the error. What happens if you change oops to raise KeyError instead of IndexError? Also try to print a Python stack trace by using the print_exc() function in the standard traceback module (see the Python library reference for details)

Exercise 2 - Operator Overloading

Write a class called Mylist that "wraps" a Python list: it should overload most list operator and operations: '+', indexing, iteration, slicing, and list methods such as append and sort. Also provide a constructor for your class that takes an existing list (or a Mylist instance) and copies its components into an instance member. Experiment with your class interactively. Things to explore:

- Why is copying the intitial value important here?
- Can you use an empty slice (e.g. start [:] to copy the initial value if its a Mylist instance?
- Is there a general way to route list method calls to the wrapped list?
- Can you add a Mylist and a regular list? How about a list and a Mylist instance?
- What type of object should operations like + and slicing return; how about indexing?

Exercise 3 - Kangaroo classes

This exercise is a cautionary tale about one of the most common, and difficult to find, errors in Python. Write a definition for a class named Kangaroo with the following methods:

- a) An ___init___ method that initializes an attribute named pouch_contents to an empty list.
- b) A method named put in pouch that takes an object of any type and adds it to pouch contents.
- c) A ___str__ method that returns a string representation of the Kangaroo object and the contents of the pouch.

Test your code by creating two Kangaroo objects, assigning them to variables named kanga and roo, and then adding roo to the contents of kanga's pouch.

Open the file BadKangaroo.py in the course repository. It contains a solution to the previous problem with one big, nasty bug. Find and fix the bug.

Hint: you can use pylint to highlight the bug for you

Exercise 4 - Composition

Simulate a fast-food ordering scenario by defining four classes:

- 1. Lunch: a container and controller class
- 2. Customer: the actor that buys food
- 3. Employee: the actor that a customer orders from
- 4. Food: what the customer buys

To get you started, here are the classes and methods you'll be defining:

```
class Lunch:
  def ___init_
              _(self)
                                    # make/embed Customer and Employee
                                    # start a Customer order simulation
  def order (self, foodName)
  def result(self)
                                    # as the Customer what kind of Food it has
class Customer:
              (self)
                                      # initialize my food to None
  def
        init
  def placeOrder(self, foodName, employee) # place order with an Employee
                                    # print the name of my food
  def printFood(self)
class Employee:
  def takeOrder(self, foodName)
                                    # return a Food, with requested name
class Food:
  def ___init___(self, name) # store food name
```

The order simulation works as follows:

- 1. The Lunch class's constructor should make and embed an instance of Customer and Employee, and export a method called order. When called, this order method should ask the Customer to place an order, by calling its placeOrder method. The Customer's placeOrder method should in turn ask the Employee object for a new Food object, by calling the Employee's takeOrder method
- 2. Food objects should store a food name string (e.g. "burritos"), passed down from Lunch.order to Customer.placeOrder, to Employee.takeOrder, and finally to Food's constructor. The top-level Lunch class should also export a method called result, which asks the customer to print the name of the food it received from the Employee (this can be used to test your simulation)
- 3. Note that Lunch needs to either pass the Employee to the Customer, or pass itself to the Customer, in order to allow the Customer to call Employee methods.