**Classes&Methods Write Up**

**Introduction:**

In this module, we learned how classes and their attributes work. We then learned how to create methods within those classes and call them using the class directly or indirectly. In this assignment, I edited the provided script to incorporate methods into the provided classes and write code that can take user input to save products and their prices to a text file.

**Process Details**

1. I started this assignment, by creating constructors, getters and setters for the variables we wanted as shown below:

Text

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Here I attempted to apply some error handling for the inputs to check if they were numeric or not.

1. I then created methods in the FileProcessor class that performed very similar functions to functions created in previous modules. I chose to create all of these methods as static methods to avoid having to include the “self” input for all of them.

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1. The input/output methods were created in much the same way as previous assignment with the notable exceptions of the add new product and add new price methods:

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Here I created instances of the class Product to utilize the getter and setter methods I created

1. The body of the text looked very similar to assignment 6 where I called the functions to perform actions within a while loop that loops based off of user input:

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**Insights and Conclusions**

This assignment was much more confusing for me than previous assignments. The addition of the getter and setter functions was the most confusing. I attempted to utilize them in some of my IO functions, but I am not sure if I was successful.

I was able to get all of the code to run with the exception of saving data to the file. Every time I tried to run that, it gave me an error saying I was “performing an operation on a closed file” while in the function I clearly have a line saying to open the file before I attempt to write anything to it.

Text

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The only other confusing error I ran into was on the few times I was able to save data to the file, it also added the line “**<\_\_main\_\_.Product object at 0x000001EA4D21FBE0>”** I saw an instance of this in the lecture, but am still not sure what it means or why it’s there.