Note Class is a special data type which defines how to build a certain kind of object. >>> s = "python" >>> print(type(s)) <class 'str'> >>> s.upper() 'PYTHON' s is a variable and object. • The type(s) is str which is basically a class. • upper () is a method / function inside the class. Local variable vs Global variable Local variable Declared inside a function The scope is limited to the particular function alone It is possible to have local variables with the same name in different functions Global variable · Declared outside any function The scope is limited to the entire program file · There can be any number of global variables in the program file Credits - Image from internet In [1]: x = 3def f(): x = 2return x # print(x) print(f()) In [2]: # show example some = "python" print("before", some) def my_func(): local = "sameer" return some + " hey " + local print("inside function", my_func()) print("unchanged", some) print("local variable", local) # error before python inside function python hey sameer unchanged python Traceback (most recent call last) <ipython-input-2-47cac673ba03> in <module> 11 print("unchanged", some) ---> 13 print("local variable", local) # error NameError: name 'local' is not defined s = "python" In [3]: print(s.upper()) PYTHON Structure of class class MyName(): def __init__(self): pass def method_1(self, s, w, t): # do something return None def method 2(self): # do something # method 1 calling self.method 1(s, w, t) return None Let's make our own data type (class) Create a class called Myself In [4]: # class - Myself # variable name - "Sameer" class Myself(): name = "Sameer" Create an object called me In [5]: me = Myself()Check type In [6]: | print(type(me)) <class '__main__.Myself'> Instansiate the variable name using the object me In [7]: me.name Out[7]: 'Sameer' In [8]: Myself.name Out[8]: 'Sameer' Previously, we created a variable called s = "python". From that, we instantiated the function/method called upper(). In the same way, for this example we instantiated the variable called name with the object me. Let's take it to another level Some key rules self - It is always passed as the first argument in every function or method that is created. • __init__() - A special method which gets initialised without being called. Acts as a constructor to initialise the class. Takes self as a default argument. No need to have a return statement with in the method init () • Variables that are declared in __init__() method, can be accessed throught the class. ■ These variables are called as INSTANCE VARIABLES or MEMBER VARIABLES. • Functions that are defined are called as INSTANCE METHODS or MEMBER METHODS. ■ Takes self as a default argument. Methods are called using the notation self.<method name()>. At the time of calling the method, we need not specify self argument. Note - The self parameter is a reference to the current instance of the class, and is used to access variables that belong to the class. init () method → constructor In [9]: # write code # make a class HeyPython # have two print statements inside __init__() class HeyPython: def __init__(self): print("Hey yo") print("cool!") No need to call the init () method It automatically gets invoked. In [10]: # create HeyPython object hpy = HeyPython()Неу уо cool! __init__() will be called automatically when the object is created. Class with multiple methods In [11]: # class - Basic init__() - "Hello everyone" # simple() - "Hey, I am a method, my name is simple()" # another() invoke simple() "Hey, I am method, my name is another()" # class Basic: def init (self): print("Hello Everyone") def simple(self): return "Hey, I am a method, my name is simple()" def another(self): print(self.simple()) return "Hey, I am method, my name is another()" Object creation In [12]: b = Basic()Hello Everyone Check type In [13]: type(b) Out[13]: __main__.Basic Instantiate method In [14]: | b.simple() Out[14]: 'Hey, I am a method, my name is simple()' In [15]: b.another() Hey, I am a method, my name is simple() Out[15]: 'Hey, I am method, my name is another()' In [16]: type(b.simple) Out[16]: method **Note** - There is a lot difference between function and method. They are not the same in terms of type () of each. For eg: In [17]: def my_func(): return True print(type(my_func)) <class 'function'> In [18]: class MyClass(): def simple func(self): return True cls = MyClass()print(type(cls.simple_func)) <class 'method'> Notice the difference. For the first output we got function and for the second output we got method. init () with parameters → parameterized constructors In [19]: # class - AboutMe() # params - name, interests, occupation # method - get details() # statement - "The name is {}. My interests are {}. My occupation is {}" class AboutMe(): def __init__(self, name, interests, occupation): self.name = name self.interests = interests self.occupation = occupation def get_details(self): return "The name is {}. My interests are {}. My occupation is {}".format(self.name, self.intere sts, self.occupation) Create an object called about without params about = AboutMe() In [20]: Traceback (most recent call last) TypeError <ipython-input-20-3d0c9c1ae6ed> in <module> ---> 1 about = AboutMe() TypeError: __init__() missing 3 required positional arguments: 'name', 'interests', and 'occupation' The above output gives error which is about missing 3 positional arguments. This is because, in our init () method, we have provided 3 arguments excluding self. Create an object called about with params In [21]: about = AboutMe(name="Sameer", interests="Mentoring", occupation="Teacher") Check type In [22]: type(about) Out[22]: main .AboutMe Instansiate the methods using the object about In [23]: about.get_details() Out[23]: 'The name is Sameer. My interests are Mentoring. My occupation is Teacher' Templating examples In [24]: about 1 = About Me (name='Batman', interests='Saving people', occupation='Vigilante' details1 = about1.get_details() print(details1) The name is Batman. My interests are Saving people. My occupation is Vigilante In [25]: about 2 = About Me (name='Iron Man', interests='Making Iron Man suits', occupation='Owner of Stark Industries' details2 = about2.get_details() print(details2) The name is Iron Man. My interests are Making Iron Man suits. My occupation is Owner of Stark Industr More detailed Explanation 1. Basic statistics - with classes 2. Phone number shrinking - with classes 1) Let's do some basic statistics Mean - Average of numbers Median - Middle value of the numbers Image by author In [26]: class SimpleStats(): def __init__(self): 11 11 11 Simple class to compute basic statistics pass def is_even(self, size): Check if a given size number is even :param int size: Integer number that basically tells the size :return bool: True **if** size % 2 == 0: return True return False def get_mean(self, array_list): Computes the average of the list of numbers :param list array_list: List of numbers :return float mean: Average value sumy = sum(array_list) total = len(array_list) mean = sumy / total return mean def get_median(self, array_list): Computes the median from the list of numbers :param list array_list: List of numbers :return any(int, float) median: Median value sorted_arrays = sorted(array_list) print("The sorted array is: ", sorted_arrays) array_size = len(sorted_arrays) if self.is_even(array_size): med_index_r = array_size // 2 $med_index_l = med_index_r - 1$ sub array = [sorted arrays[med index 1], sorted arrays[med index r]] median = self.get_mean(array_list=sub_array) else: med_index = array_size // 2 median = sorted arrays[med index] return median In [27]: stats = SimpleStats() help(stats) Help on SimpleStats in module main object: class SimpleStats(builtins.object) | Methods defined here:

Classes in Python

A class is a combination of functions (they are called as methods) and variables altogether, whose main objective is to provide template

for creating objects.

Image by author

Rules to keep in mind

keyword class is used to create classes followed by the NameOfTheClass.

• The methods (name) that are defined in the class should give an essence of verb (i.e., actions).

 The main idea for using class is to implement Object Oriented Programming (OOP). • To serve or provide template for creating or instantiating specific methods within a program. Highly recommended if developping an application in order to avoid any code breaking.

• Name of the class should be Capital Camel Cased.

class MyClassName

class YourClassName

class OurClassName

organize response()

• It provides a way to make our own data type.

get_data()

add()

Why Classes?

__init__(self) Simple class to compute basic statistics get mean(self, array list) Computes the average of the list of numbers :param list array_list: List of numbers

:return float mean: Average value

Check if a given size number is even

Computes the median from the list of numbers :param list array_list: List of numbers

:return any(int, float) median: Median value

dictionary for instance variables (if defined)

list of weak references to the object (if defined)

:param int size: Integer number that basically tells the size

get_median(self, array_list)

:return bool: True

Data descriptors defined here:

is_even(self, size)

__dict

In [28]: # dir(stats)

In [32]: import random

2)

Image by author

def init (self, str num): self.str_num = str_num

self.refine nums()

sum = 0count = 0

else:

def refine nums(self):

try:

self.total splits = []

def split_nums(self, str_value):

if (int(str value[0]) % 2 == 0): # if the num is even

if ((sum_ % 2) != 0):

if ((sum % 2) == 0):

check if the length of the number is 10

e = self.str_num[len(self.str_num) - 1]

return "This number is not valid"

self.total splits .append(e)

self.split nums(str value=self.str num)

returning the statement when condition doesn't match

manipulated_ += str(sum([int(j) for j in list(i)]))

return self.resolve_number(num_list=self.total_splits_)

Initialize self. See help(type(self)) for accurate signature.

method calling to return the shrinked number

count += 1

if the num is odd

count += 1

if len(self.str_num) == 10:

except Exception as f:

def resolve number(self, num list):

manipulated_ = '' for i in num_list:

return manipulated_

Original Phone number: 9481230447

class ShrinkNumber(builtins.object)

resolve_number(self, num_list)

split_nums(self, str_value)

| Data descriptors defined here:

Object referral & Template making

Original Phone number: 9481230447

Original Phone number : 2124234230

Original Phone number: 9980490439

Local variable and Global variable differences

· More detailed explanation of class with examples

Parameterized constructor and Non-parameterized constructor

new num = ShrinkNumber(str num=phone number)

new num = ShrinkNumber(str num=phone number)

new_num = ShrinkNumber(str_num=phone_number)

print("Shrinked number : {}".format(new_num.shrinked()))

print("Shrinked number : {}".format(new num.shrinked()))

Total splits by odd and even : ['21', '2423', '423', '0']

print("Shrinked number : {}".format(new num.shrinked()))

Total splits by odd and even : ['99', '8049', '043', '9']

Total splits by odd and even : ['9481', '23', '0447']

dictionary for instance variables (if defined)

list of weak references to the object (if defined)

print("Total splits by odd and even : {}".format(new_num.total_splits_))

print("Total splits by odd and even : {}".format(new_num.total_splits_))

print("Total splits by odd and even : {}".format(new_num.total_splits_))

| ShrinkNumber(str_num)

refine_nums(self)

shrinked(self)

__dict

In [36]: phone_number = '9481230447'

Shrinked number : 22515

Shrinked number: 31190

Shrinked number: 182179

What did we learn?

Basic statistics

Phone number shrinking

Class definition

In [38]: phone_number = '9980490439'

In [37]: phone number = '2124234230'

In [35]: | # dir(new_num)

Methods defined here:

__init__(self, str_num)

if self.total_splits_:

return 'Invalid number'

Help on ShrinkNumber in module __main__ object:

new num = ShrinkNumber(str num=phone number)

def shrinked(self):

else:

In [34]: phone_number = '9481230447'

help(new_num)

return "Number exceeds the limit 10"

for i in range(1, len(str_value) + 1): sum_ += int(str_value[i - 1])

for i in range(1, len(str_value) + 1): sum += int(str value[i - 1])

recursive method calling

recursive method calling

In [33]: class ShrinkNumber():

In [29]:

__weakref

Object referral

stats = SimpleStats()

Template making

In [30]: array_list = [1, 5, 10, 32, 44, 53, 76, 9]

In [31]: array_list = [1, 10, 15, 12, 19, 30, 90, 6]

mean = stats.get_mean(array_list=array_list)

mean = stats.get_mean(array_list=array_list)

mean = stats.get mean(array list=array list)

median = stats.get_median(array_list=array_list)

median = stats.get_median(array_list=array_list)

median = stats.get_median(array_list=array_list)

The mean of [1, 5, 10, 32, 44, 53, 76, 9] is: 28.75 The sorted array is: [1, 5, 9, 10, 32, 44, 53, 76] The median of [1, 5, 10, 32, 44, 53, 76, 9] is: 21.0

print("The mean of {} is: {}".format(array_list, mean))

print("The mean of {} is: {}".format(array_list, mean))

The mean of [1, 10, 15, 12, 19, 30, 90, 6] is: 22.875 The sorted array is: [1, 6, 10, 12, 15, 19, 30, 90] The median of [1, 10, 15, 12, 19, 30, 90, 6] is: 13.5

print("The median of {} is: {}".format(array list, median))

array_list = [random.choice(range(10, 200)) for i in range(8)]

print("The mean of {} is: {}".format(array_list, mean))

print("The median of {} is: {}".format(array_list, median))

The mean of [116, 46, 131, 56, 21, 62, 122, 37] is: 73.875 The sorted array is: [21, 37, 46, 56, 62, 116, 122, 131] The median of [116, 46, 131, 56, 21, 62, 122, 37] is: 59.0

print("Original Phone number : {}".format(self.str_num))

method calling to get the splits of the number based on the condition

self.total_splits_.append(str_value[:count_])

self.total_splits_.append(str_value[:count_])

summing up each split num after coverting it into int() and reconverting into str()

return self.split_nums(str_value[count_:])

return self.split nums(str_value[count_:])

Let's shrink a phone number

print("The median of {} is: {}".format(array_list, median))