Programming Workshop: API and Project 1

Intermediate Workshop #5 10 October 2016

Outline

- 1. Speed Exercises
- 2. Quick Review:
 - a. Functions
 - b. Classes
 - c. When to Use Either
- 3. API what is it, why make it, and how to make one
- 4. Project 1 (if time)

Speed Exercises

1:

Make a function that accepts a list of strings and sorts them in alphabetical order

180 seconds

Python - Classes

- Meant to allow for reusable, abstractable, extendable code
 - It's the core principle behind OO paradigm
- More complex
 - Less easy to read
 - Less easy to debug
 - Absolutely must have thorough documentation, thorough application testing, and thorough unit testing
 - Harder to make meanings or operations clear

Python - Functions

- Meant to perform a generic operation on some specific input format
 - Data processing? Use a function.
 - Noticing a repeated operation? Use a function.
- Simple
 - Easy to read
 - Easy to debug
 - Should be documented, but not absolutely required

Functions vs Classes

- Functions can be used to solve any issue. Classes have a specific purpose.
- Functions can call functions but if a function has a subfunction, use a class.
- If a class has only one method, consider using a function.
- If you do not have time to thoroughly build documentation, application tests, and unit tests for a class, do not use classes.

API - What is it?

- "Application Programmer Interface" API
- Provides user (client, server, human, other program, signal, etc.) with precise instruction set and precise set of possible responses ("call"s and "response"s)
- Is any set of user functions meant to trigger a known response
 - Many formal formats (REST, JSON, Swagger, etc.),
 but can also have informal formats

API - What is it? (cont'd)

- API will wildly change depending on target
 - Hardware
 - Web service
 - Simple program
 - o Etc.

API - Why make it?

Allows for simplification, abstraction, speed, and accuracy.

Weather website example:

- Want to have a program read known weather service website and report to some program the expected weather for tomorrow
 - Can have program enter site, read site, interpret site, and report back with findings - like a human
 - Can use an API to send a request to the website host, host then sends back requested information in a known format

API - Why make it? (cont'd)

Cell phone example:

- Want to provide GPS services for range of cell phone models
 - Each phone could directly interface with each type of GPS chip
 - GPS chip manufacturers could prescribe to a known API -

```
my_phone_gps.where_am_i() = you_are_here
```

See this Quora post for more examples and scenarios:

https://www.quora.com/What-is-an-API-4

API - How to make one

- 1. Start with list of actions the user (or types of users) should take
 - Once list made, go over to reduce dependencies and over-complications
 - Ex: remove(), delete(), extract()
- 2. Make descriptive, brief names for each action (harder than it sounds!)
- 3. Write a document explaining *exactly* what the API call needs to receive in the call from the user and *exactly* what the API will return in the response. Include precise formats.
- 4. Write the code.

Python - Class Example (cont'd)

```
1 class Kiln():
       def init (self, input temperature=78):
           self. contents = []
           self. temperature = input temperature
 6
       def add pottery(self, added pottery):
           for pottery in added pottery:
               self. contents.append(pottery)
 8
               if pottery.get bake temperature() <= self. temperature:</pre>
                   pottery.mark as baked()
10
11
12
       def change temperature(self, new temperature):
13
           self. temperature = new temperature
           for pottery in self. contents:
14
               if pottery.get bake temperature() <= self. temperature:</pre>
15
                   pottery.mark as baked()
16
17
18
       def get temperature(self):
19
           return self. temperature
20
```

Python - Class Example (cont'd)

```
21
       def get contents(self, state=None):
22
           if state:
23
               pottery of specified state = [x for x in self. contents if x.get bake status() == state]
24
               return pottery of specified state
25
           return self. contents
26
27
       def list contents(self, state=None):
28
           if state:
29
               pottery of specified state = [x for x in self. contents if x.get bake status() == state]
30
               for pottery in pottery of specified state:
                   if pottery.get description():
32
                       print("%s: bake temperature=%i, description=%s" %(pottery.get name(),
                           pottery.get bake temperature(), pottery.get description()))
                   else:
34
                       print("%s: bake temperature=%i" %(pottery.get name(), pottery.get bake temperature()))
           else:
36
               for pottery in self. contents:
37
                   if pottery.get description():
38
                       print("%s: bake temperature=%i, description=%s" %(pottery.get name(),
                           pottery.get bake temperature(), pottery.get description()))
39
                   else:
                       print("%s: bake temperature=%i" %(pottery.get name(), pottery.get bake temperature()))
40
```

Python - API for Class Example

```
DOCUMENTATION: Kiln()
      add pottery([list of pottery objects to add to kiln]):
             Adds list of pottery objects to kiln
             Returns nothing
      change temperature(new temperature):
             Changes temperature to new temperature
             Iterates through objects in kiln to mark baked objects as baked
      get temperature():
             Returns temperature of kiln
      get contents(state = desired state [optional]):
             Given the optional state ("baked" or "unbaked"), returns list of items in the kiln marked with that state
             Without optional state, returns list of all items in kiln
      list contents(state = desired state):
             Given the optional state ("baked" or "unbaked"), prints list of items in the kiln marked with that state
             Without optional state, prints list of all items in kiln
             Print is of the form:
                    Item_name: bake_temperature, description [if present]
```

Returns nothing

Project 1 - Classes and APIs

In groups of 2 or 3:

- Using Python and a class, make a calculator
- Calculator has following methods:
 - Add
 - Subtract
 - Exponent
 - Clear
- Calculator hsa following attributes:
 - current_value
- Return current_value after each operation
- Make an API discussing use of your calculator

Next Week:

- Finish Project 1
- How to approach programming problem