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IT FDN 110

Assignment 07

<https://github.com/ndavis91/IntroToProg-Python-Mod07>

## Working with Classes, Objects and Inheritance

### Introduction

This week continued the theme of organizing our code by introducing classes and objects. Classes are a useful way of grouping functions and data together to improve readability and maintainability. Functions that are defined within classes are called methods. Additionally, by using a constructor inside of a class we can initialize objects with a defined state.

### Creating the Program

I started by creating the Person class, and using the constructor to set default values of blank strings for first\_name and last\_name. I created “getters” and “setters” for first\_name and last\_name, and moved the error handling into the setters so that any new names that are input get checked to make sure no numbers were included. See Figure 1.

```

1 usage
class Person:
    def __init__(self, first_name: str = '', last_name: str = ''):
        self.first_name = first_name
        self.last_name = last_name

    @property
    def first_name(self):
        return self.__first_name.title() # formatting code

    @first_name.setter
    def first_name(self, value: str):
        if value.isalpha() or value == "": # is character or empty string
            self.__first_name = value
        else:
            raise ValueError("The last name should not contain numbers.")

    @property
    def last_name(self):
        return self.__last_name.title() # formatting code

    @last_name.setter
    def last_name(self, value: str):
        if value.isalpha() or value == "": # is character or empty string
            self.__last_name = value
        else:
            raise ValueError("The last name should not contain numbers.")

    def __str__(self):
        return f'{self.first_name},{self.last_name}'

```

Figure 1 – Defining the Person class, with first\_name and last\_name

Next I created the Student class, and input the Person class into the parenthesis to inherit the attributes first\_name and last\_name using the super().\_\_init\_\_() constructor. After that I created a getter and setter for course\_name inside the Student class. Finally I returned the F-string to override the default memory location. See Figure 2.

```

class Student(Person):
    def __init__(self, first_name: str = '', last_name: str = '', course_name: str = ''):
        super().__init__(first_name=first_name, last_name=last_name)
        self.course_name = course_name

    @property
    def course_name(self):
        return self.__course_name.title() # formatting code

@course_name.setter
def course_name(self, value: str):
    self.__course_name = value

def __str__(self):
    return f'{self.first_name},{self.last_name},{self.course_name}'

```

Figure 2 – Defining Student class and inheriting from Person class.

Once the new classes were defined, I went back into the program and updated the calls to use the class.function call and removed error handling from the input\_student\_data() function. I also added lines to create a local variable for a dictionary for reading and writing from the JSON file, because we were now using student\_data as a list, instead of a dictionary. Lastly I went back and added helpful comments to my functions and classes to make sure it was more readable for future maintenance.

## Testing the program

To verify the program I ran in Pycharm, saving new students to the Enrollments.json file, reading and writing to the file, as well as verifying that the error handling still worked. Once I was confident that the program worked in Pycharm, I verified that it also ran smoothly in Command Prompt.

## Summary

Using classes was hard to wrap my head around at first, especially the use of “self” in front of the parameters. However once I had watched all of the recommended videos as well as some I found on my own, it began to click. It seemed like a lot of work for such a small program, but I do agree that for larger programs this method of organization will be extremely helpful.