

# Introductory Computer Science

## Week 4 — Object Oriented Programming

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Administrative Items

A bit more on tracing

Introduction to OOP

Terminology

Objects

self

“Security” in Python

`__init__` and `__str__`

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## Administrative Items

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# Administrative items

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- ▶ Exercises

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- ▶ Problem Sets

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- ▶ A bit more on tracing
- ▶ Exercises
- ▶ Problem Sets
- ▶ Assignment

# Itinerary

1. ~~Introduction and Git~~
2. ~~Programming with Python\*~~
3. ~~Memory Model and Debugging\*~~
4. Object Oriented Programming
5. Object Oriented Programming
6. Test day
7. Linked Lists

\* = What will be tested



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## A bit more on tracing

def f1(x):		def f2(y, x):		def f3(x, y):
return x + 1		z = f1(y)		c = x
		print(y + x)		x = f1(y)
		return z + x		y = f1(x)
				z = f2(c, y) % 5
				return y, z, x

---

```
>>> x = f3(4, 5)
```

```
>>> print(x)
```

```
?
```

What's printed?

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- ▶ A lot of the data structures and types that was presented from week 2 was pretty neat
- ▶ But, if you program for a while these types can be boring (especially in the software engineering realm)
- ▶ What if we made our own? If there were only one way...



OBJECT



# OBJECT ORIENTED

# OBJECT ORIENTED PROGRAMMING

# Introduction

- ▶ Functions were the initial focus as it a way in which we received output from input
- ▶ Object Oriented Approach:
  - ▶ `my_object.method(input)` has its own methods and data

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- ▶ Class: Type of an object. Something that is abstract but does not necessarily have something of substance
- ▶ Object: Something that is *instantiated*
- ▶ Method: A function the belongs to a class
- ▶ We somewhat saw this:
  - ▶ `my_str = str(12.57)`
  - ▶ `my_str.ljust(10)`
  - ▶ `my_str` is an *object*, of the `str` class, and we called the `ljust` *method* on it



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# Leading Example

Person

# Object Creation

- ▶ Begin with `class` `ClassName`
  - ▶ CamelCase is conventional for ClassNames

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# Object Creation

- ▶ Begin with `class ClassName`
  - ▶ CamelCase is conventional for ClassNames
- ▶ Defining a method `method_name`
- ▶ After this, you are capable of creating a new object
  - ▶ `my_object = ClassName()`
- ▶ And the object can now access the methods defined
  - ▶ `my_object.method_name()`

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- ▶ Using `self` is a way to manipulate instantiated objects of the class within defined methods
- ▶ For every method in a class (in Python), it is necessary to have `self` as the first parameter

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# “Security” in Python

- ▶ As you probably know, Python is an absolutely wild language
- ▶ There's barely any constraints! You don't even have to put semi-colons at the end of lines
- ▶ Going back to the previous example, would you want anybody to access your medical records?
- ▶ In Python, to combat this is using an underscore
  - ▶ `self._blood_type = "O"`

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# Built-In Methods

- ▶ `__init__`
  - ▶ Initialize: This is known as a constructor method (a method that returns an instantiation of an object)
  - ▶ Every class must have one (in Python)
  - ▶ Defines the code that runs when we first create a new object of this type
- ▶ `__str__`
  - ▶ Return what you want to output when an object of this class is cast to a string (or printed)