Lecture 8.1 : Object-oriented programming: More instance methods

Adding yet another instance method

- Let's write an instance method that modifies the Time instance it is invoked on.
- Our new method increments a time by adding to it another time (it does not return anything).
- If we print the Time object before and after invoking the method on it we should find that it differs by the amount of time specified in the second parameter.
- · Here is our first attempt at writing such a method:

```
class Time(object):
    def __init__(self, hour=0, minute=0, second=0):
        self.hour = hour
        self.minute = minute
        self.second = second
    def time_to_seconds(self):
       return self.hour*60*60 + self.minute*60 + self.second
    def is_later_than(self, other):
        return self.time_to_seconds() > other.time_to_seconds()
    def plus(self, other):
        return seconds_to_time(
            self.time_to_seconds() + other.time_to_seconds())
    def increment(self, other):
        z = self.plus(other)
        self = z
    def __str__(self):
        return 'The time is {:02d}:{:02d}'.format(
            self.hour, self.minute, self.second)
def seconds to time(s):
   minute, second = divmod(s, 60)
    hour, minute = divmod(minute, 60)
    overflow, hour = divmod(hour, 24)
    return Time(hour, minute, second)
```

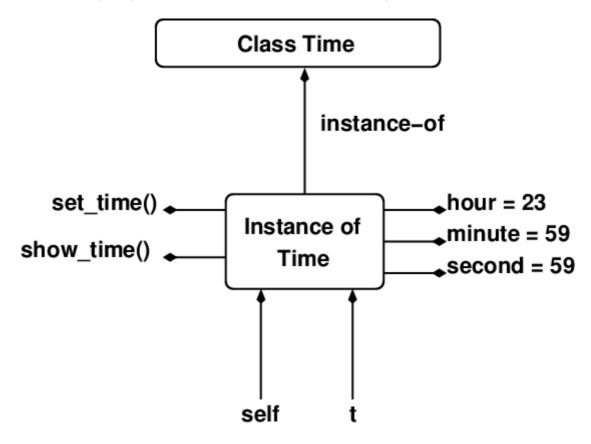
- We can see what this new method is trying to do: We pass to it a Time to be incremented in self and in other we pass by how much we want self to be incremented.
- The method adds the two times together (by calling the instance method plus() which handles any wraparound issues) to produce a new Time object t.
- Finally we overwrite self with a reference to this new Time object t. Will this new method work?
 Well let's try it and see.

```
t = Time(23, 59, 59)
i = Time(0, 0, 1)
```

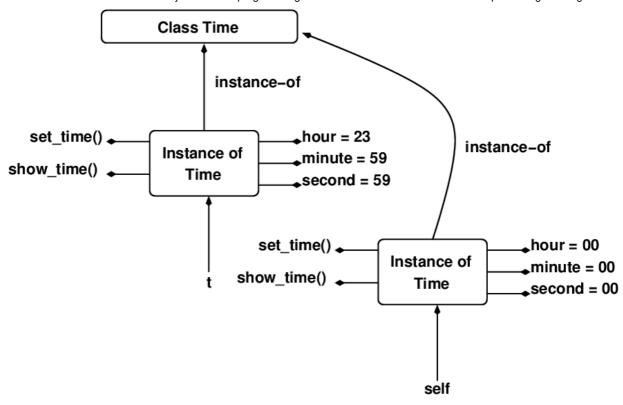
```
t.increment(i)
print(t)

The time is 23:59:59
```

- Well that's disappointing! What is going on? Why is t unchanged after invoking the increment() method? t should now be 00:00:00 but our method has had no effect on it.
- The following diagram represents the situation on entering the increment() method:



• This diagram represents the situation on leaving the increment() method:



- When increment() is invoked, self becomes a copy of t.
- Thus self and t both reference the same object.
- When the method executes self = z, however, self is overwritten to point to a new Time object z.
- Note however that t still points to the original object and this object remains unchanged. Thus when we print it we get back the original time.
- To update the t object via the increment() method we must write through self in order to update the object that both t and self point to.
- What we cannot do is *overwrite* self because doing so will cause a new object to be created (one that is unrelated to t).
- Below we write *through* self to update its attributes and in so doing we update the attributes of t (since self and t are aliases for the same object):

• Let's verify this version works as intended.

```
t = Time(23, 59, 59)
i = Time(0, 0, 1)
t.increment(i)
print(t)

The time is 00:00:00
```

- · That's more like it!
- We can represent this version with the following diagram:

