

About Me



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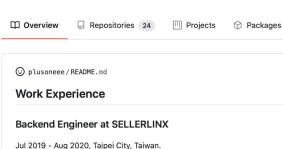
Highlights

* Arctic Code Vault Contributor

Organizations







- We build Serverless Application on Amazon Web Service (AWS).
- My main job was to build RESTful APIs using Lambda, API Gateway, DynamoDB, S3, RDS (MySQL), SQS, etc. Besides, I further had experience in creating microservices using ECR and ECS during this period.



Pinned Order updated.





Send feedback



music.platform

TSQL

BASIC REVIEW Condition Loop Function **CLASS INHERITANCE Method Overriding** Multi-Level Inheritance

CLASS & INSTANCE

- Attribute
- Static/Class Method

04

WELL-MAINTAINED CODE

- Cohesion & Coupling
- Clean Code Tips

O1 BASIC REVIEW-1

```
# Define a variable in Python
 2
       my_name = 'Joy'
       myName = 'Joy'
       IAM_RELLY_COOL = True
       # How to Define a function
       def do_something_really_cool_like_joy():
           # You could do something in the function.
10
           # for example, like print string.
           print('OK, Maybe ...')
11
12
           print('Study Machine Learning hard ? ')
13
           # ok, maybe this example not cool.
14
15
       def doNothing():
           # and you also could return something in the end of the function.
16
           # here return None bcz the function name call `do nothing` haha.
17
18
           return None
19
20
       # If condition
21
       if IAM_RELLY_COOL:
22
           do_something_really_cool_like_joy()
23
       elif not IAM_RELLY_COOL:
24
25
           do_what = doNothing()
26
27
       else:
```

28

pass

01

BASIC REVIEW-2

```
print('No.', i, 'time in this for-loop.')
33
       # For-loop a `list`
34
       artist_joy_like = ['deca joins', '9m88', 'Leo Wang', 'Ryan Beatty',
35
36
                         'MAMAMOO', 'Soft Lipa', 'Waa Wei', 'The Black Skirts']
37
       # okay, so if you also like these singer, contact me. (X)
38
39
       for artist in artist_joy_like:
40
           print(artist)
41
       # For-loop in one-line
42
       odd_numbers = [n for n in range(20) if n %2 == 1]
43
       print(odd_numbers)
44
45
```

For-loop a range

Equal to

odd_numbers = []
for n in range(20):
 if n % 2 == 1:

print(odd_numbers)

odd_numbers.append(n)

for i in range(10):

30

31 32

47

49

50

51

```
# How to define a class
       # A Class is like an object constructor,

⊕# or a "blueprint" for creating objects.

       class People:
           def __init__(self, name):
               self.name = name # necessary attribute
               self.birthday = None # not necessary
           def say_hi(self):
10
               # method
11
               print('%s say HI!' % self.name)
12
13
14
       # instance it
       joy = People('Joy')
15
16
      # now, we have an People object.
17
18
      # and this object is able to say hi.
19
       joy.say_hi()
20
       # We don't know joy's birthday.
21
22
      if joy.birthday is None:
23
           print('We don\'t know about the birthday.')
           joy.birthday = input('Could you tell us? ')
24
25
       print('Okay,', joy.name, '\'s birthday at', joy.birthday, '.')
26
```

02

CLASS & INSTANCE

- Define a People Class.
- Define a Function in Class.
- Instance it !!!

"A soulmate is a person with whom one has a feeling of deep or natural affinity. This may involve similarity, love, comfort and trust." "Soulmate" definition from Wikipedia.

Static Method

- Write another class: Soulmate.
- A static method is also a method which is bound to the class and not the object of the class.

```
class SoulMate():
           def __init__(self, name, in_common=[]):
5
               self.name = name
               self.birthday = None
               self.in_common = in_common
9
          def list_in_common(self):
10
               print('%s and you have many things in common, like:' % self.name)
               for item in self.in_common:
11
12
                   print(item)
13
               return self.in common
14
           @staticmethod
15
           def definition():
16
               print('Definition of Soulmate: ')
17
               print('A soulmate is a person with whom one has a feeling of deep or natural affinity.'
18
19
                    ' This may involve similarity, love, comfort and trust.')
20
21
      # static method no need to instantiate the object.
22
23
      # for example: definition()
       SoulMate.definition()
24
25
      # list_in_common need to.
      byul = SoulMate('byul', ['foods', 'cool', 'experience'])
      byul.list_in_common()
```

Class Method

- Write another class: Lover.
- A class methods can be called by both class and object.

```
class Lover():
           weekends_with_you = 'My lover lover lover don\'t say no.\
                               I just wanna head home I don\'t feel so well.'
           def __init__(self, name, date_from='Someday'):
               self.name = name
               self.date_from = date_from
10
               self.memories = list()
11
12
           @classmethod
           def do_something(cls):
13
               print(cls.weekends_with_you)
14
15
               return cls.weekends_with_you
16
           def add_memory(self, memory):
17
               self.memories.append(memory)
18
19
           def recall_memory(self):
20
               print(self.memories)
21
22
               return self.memories
23
       # call classmethod without instance it.
24
       Lover.do_something()
25
26
       # call classmethod by object.
27
28
       someone_i_love = Lover('JC', '2020-10-20')
       someone_i_love.do_something()
29
```

03

INHERITANCE

 Inheritance allows us to define a class that inherits all the methods and properties from another class.

```
□# Import a module
      ⊕# from <File Name> import <Class Name> or <Function Name>
       from base_people import People
      # Bcz the definition of SoulMate "soulmate is a person".

⊕# Soulmate will inherit the properties and methods from the People.

       class SoulMate(People):
           def __init__(self, name, in_common):
               # By using the super() function, you do not have to use the name of the parent element,
11
12
               # it will automatically inherit the methods and properties from its parent
14
               super(SoulMate, self).__init__(name)
15
               self.in_common = in_common
17
           def list in common(self):
18
               print('%s and you have many things in common, like:' % self.name)
19
               for item in self.in common:
                   print(item)
               return self.in common
22
           Ostaticmethod
           def definition():
25
               print('Definition of Soulmate: ')
               print('A soulmate is a person with whom one has a feeling of deep or natural affinity.'
27
                    ' This may involve similarity, love, comfort and trust.')
28
       byul = SoulMate('byul', ['foods', 'cool', 'experience'])
30
       byul.list_in_common()
31
32
       # inherit the methods 'sav hi()' from the People.
33
       byul.say_hi()
      # inherit the attribute 'birthday' from the People
       byul.birthday = '1997-12-20'
       print(byul.birthday)
```

MULTI-LEVEL INHERITANCE

- In multilevel inheritance, features of the base class and the derived class are inherited into the new derived class.
- Method overriding occurs by simply defining in the child class a method with the same name of a method in the parent class.

```
# Import a module
      A# from <File Name> import <Class Name> or <Function Name>
       from soulmate import SoulMate
       class Lover(SoulMate):
           weekends_with_you = 'My lover lover don\'t say no.\
                                I just wanna head home I don\'t feel so well.'
           def __init__(self, name, in_common, date_from):
               super(Lover, self).__init__(name, in_common)
11
12
               self.date_from = date_from
               self.memories = list()
13
15 01
           def say_hi(self):
               print('%s say good morning.' % self.name)
           @classmethod
           def do something(cls):
19
20
               print(cls.weekends_with_you)
21
           def add memory(self, memory):
23
               self.memories.append(memory)
25
           def recall memory(self):
               print(self.memories)
               return self.memories
28
       jian = Lover('Jian', ['music'], '2020-10-20')
29
30
31
       # inherit the function 'list_in_common()' from the SoulMate.
       jian.list_in_common()
33
       # could replace the function 'sav_hi()' from People.
      jian.say_hi()
```

Well-MAINTAINED CODE

- Cohesion & Coupling
 - Define PATH in a good way

COHESION

Refers to what the class or module can do.

- Low Cohesion:
 - The class does a great variety of actions.
 - Unfocused on what is should do.
- High Cohesion:
 - The class is focused on what it should be doing.
 - Only methods relating the intention of the class.

COUPLING

How related or dependent two class/modules are toward each other.

- Low Coupled:
 - o Change something major in one class should not affect the other.
- High Cohesion:
 - Make it difficult to change and maintain your code.
 - Making a change that could require an entire system revamp.

High Cohesion

Low Coupling

Okay, Let me give some examples ...

```
train_df = pd.read_csv("./a_random_dataset.csv")
      for i in range(len(train_df['a_specific_col'])):
 5
           str = train_df.loc[i, 'a_specific_col']
           if str == 'a_value':
               train_df.loc[i, 'a_specific_col'] = 0
10
           elif str == 'b_value':
11
               train_df.loc[i, 'a_specific_col'] = 1
12
13
           elif str == 'c_value':
14
               train_df.loc[i, 'a_specific_col'] = 2
15
16
           elif str == 'd_value':
17
               train_df.loc[i, 'a_specific_col'] = 3
18
19
           elif str == 'e_value':
20
               train_df.loc[i, 'a_specific_col'] = 4
21
```

Think for a while

Is a good example or a bad example?

But, WHY?

```
def tokenizer_by_column(df, col_name=None):
24
25
           values_unique_list = df[col_name].unique()
           count = 0
26
           for value in values_unique_list:
               mask = (df[col_name] == value)
28
               df[col_name][mask] = count
               count += 1
           return df
31
32
33
34
       train_df = pd.read_csv("./a_random_dataset.csv")
       train_df = tokenizer_by_column(train_df, 'a_specific_col')
```

Okay, seems like BETTER?

Here is the code from my ML homework haha.

```
class Standardize:
10
           @staticmethod
           def rubust_scaler(df, col_name=None, q_range=(25, 75)):...
22
23
           @staticmethod
           def normailizer(df, col_name=None, method='l2'):...
34
35
           @staticmethod
           def standard_scaler(df, col_name=None):...
       class ValueReplacer:
49
           @staticmethod
           def replace_value(df, col_name, new_value, old_value):...
           @staticmethod
           def tokenizer_by_column(df, col_name=None):...
58
           def fill_missing_value(df, col_name=None, method='mean'):...
72
81
           @staticmethod
           def fill_missing_value_by_imputer(df, col_name=None, method='mean'):...
```

Think for a while

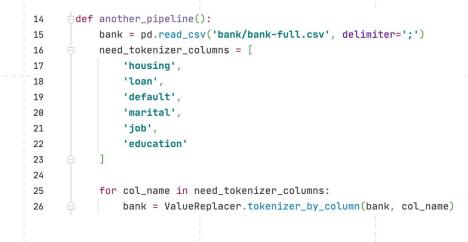
Is a good example or a bad example?

But, WHY?

That why we need function and module!

```
from preprocess import ValueReplacer, Standardize
12
13
       def pipeline():
           bank = pd.read_csv('bank/bank-full.csv', delimiter=';')
14
15
           bank = ValueReplacer.tokenizer_by_column(bank, 'housing')
           bank = ValueReplacer.tokenizer_by_column(bank, 'loan')
16
           bank = ValueReplacer.tokenizer_by_column(bank, 'default')
17
18
           bank = ValueReplacer.tokenizer_by_column(bank, 'marital')
           bank = ValueReplacer.tokenizer_by_column(bank, 'job')
19
           bank = ValueReplacer.tokenizer_by_column(bank, 'education')
20
21
           bank = ValueReplacer.replace value(bank, 'poutcome', 'failure', 'other')
22
23
           bank = ValueReplacer.replace_value(bank, 'poutcome', 'failure', 'unknown')
           bank = ValueReplacer.tokenizer_by_column(bank, 'poutcome')
24
25
26
           bank = Standardize.standard_scaler(bank, 'age')
           bank = Standardize.standard_scaler(bank, 'campaign')
27
           bank = Standardize.standard_scaler(bank, 'previous')
28
29
           bank = Standardize.standard_scaler(bank, 'balance')
30
           bank = Standardize.standard_scaler(bank, 'duration')
31
           bank = Standardize.standard_scaler(bank, 'pdays')
32
           bank = Standardize.standard scaler(bank, 'day')
33
           bank = ValueReplacer.tokenizer_by_column(bank, 'month')
           bank = ValueReplacer.tokenizer_by_column(bank, 'contact')
```

Chiller way



CLEAN CODE TIPS

- Clean code always looks like it was written by someone who cares.
- Make your code read like a story.
- The first rule of functions is that should be small.
 - A function should do one thing, and only one thing.
- Methods should be have verb or phrase names.
- Tips for Error Handling:
 - Avoid empty except blocks !!!!!
 - Avoid empty except blocks !!!!!
 - Avoid empty except blocks !!!!!

