

CSCI 127: Joy and Beauty of Data

Lecture 13: OOP

Reese Pearsall
Summer 2021

<https://reese.github.io/classes/summer2021/127/main.html>

Announcements

Program 3 due **tonight** @ 11:59 PM

Lab 7 (Dictionaries) due **tomorrow** @ 11:59 PM

Lab 8 due on **Thursday** @ 11:59 P.M.

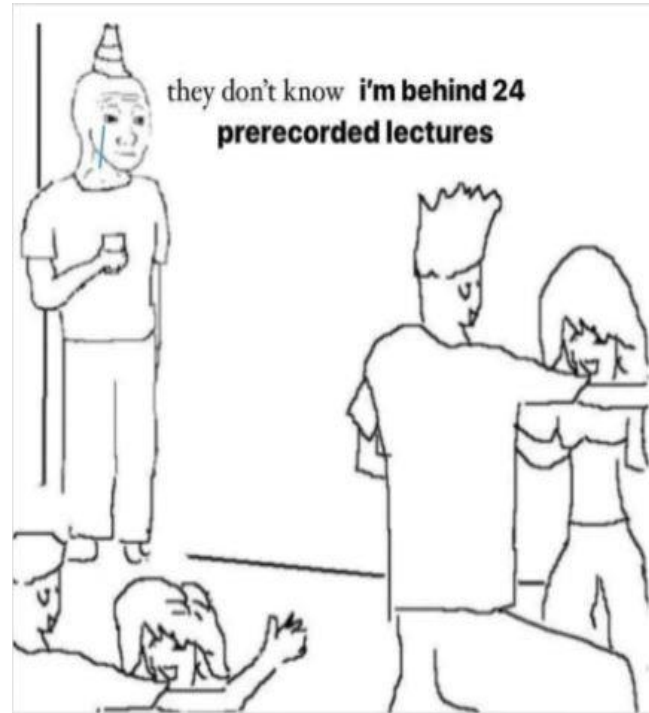
- After today, you will be able to finish it

Program 4 due on **Sunday** 6/13 @ 11:59 PM

- After today, you will be able to finish it

Everyone is eligible for full access to PyCharm!

FYI: You can use late passes on any remaining lab/program



When I meet my instructor on campus and they don't speak on 2X speed



If you have not signed up for a 1
on 1 meeting time with me yet,
**make sure to do that sometime
this week**

*Me if I have to take off 5% of your final
because you never signed up for a
time to meet with me*



Object Oriented Programming

So far, we have used **procedural programming** to solve problems. We have written **functions** that do things

Now, we will talk about a different way to solve problems...

Object Oriented Programming (OOP) is a paradigm of solving problems using objects, which represent *something*

The objects we create usually have data (**states/attributes**) and behaviors (**methods**)

Object Oriented Programming Example

There are many different kinds of cars...



Object Oriented Programming Example

There are many different kinds of cars...

However, all cars share similar features



Object Oriented Programming Example

There are many different kinds of cars...

However, all cars share similar features

All cars have:

- A color
- Wheels
- Engine
- Windshield
- Windows
- Seating
- Lights



Object Oriented Programming Example

There are many different kinds of cars...

However, all cars share similar features

All cars have:

- A color
- Wheels
- Engine
- Windshield
- Windows
- Seating
- Lights

All cars can:

- Accelerate
- Slow down
- Stop
- Turn



Object Oriented Programming Example

There are many different kinds of cars...

However, all cars share similar features

All cars have:

- A color
- Wheels
- Engine
- Windshield
- Windows
- Seating
- Lights

Attributes

All cars can:

- Accelerate
- Slow down
- Stop
- Turn

Functionality/Behavior

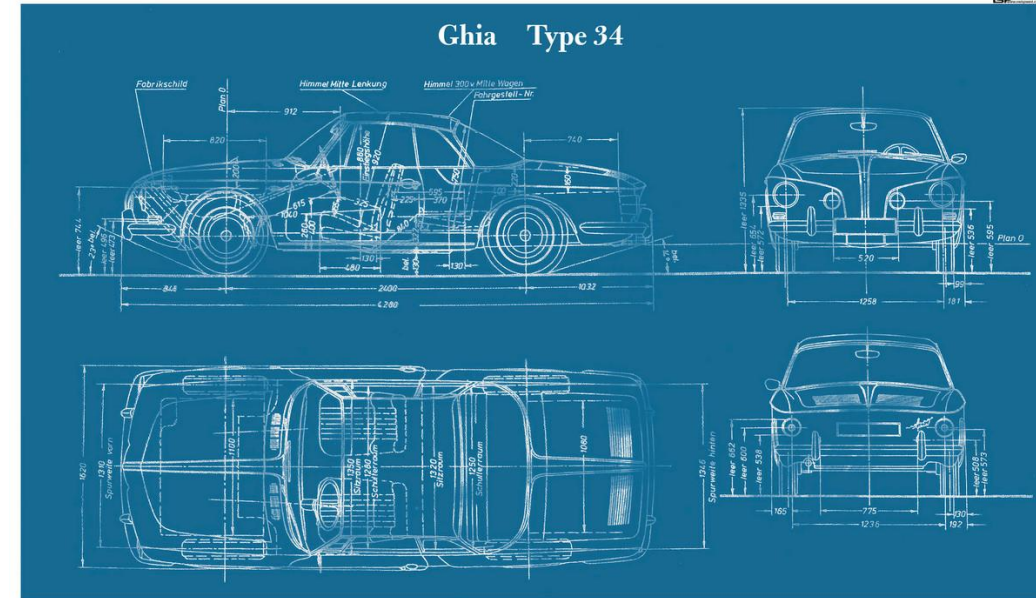


Object Oriented Programming Example

If we can create a **blueprint** for a generic car, then we can use that blueprint to create many different cars

When we create a car using that blue print, we can specify the different **attributes** (color, # of seats, speed, etc)

When we create a car, we give the car access to different kinds of **behavior** (accelerating, stopping, turning, etc)

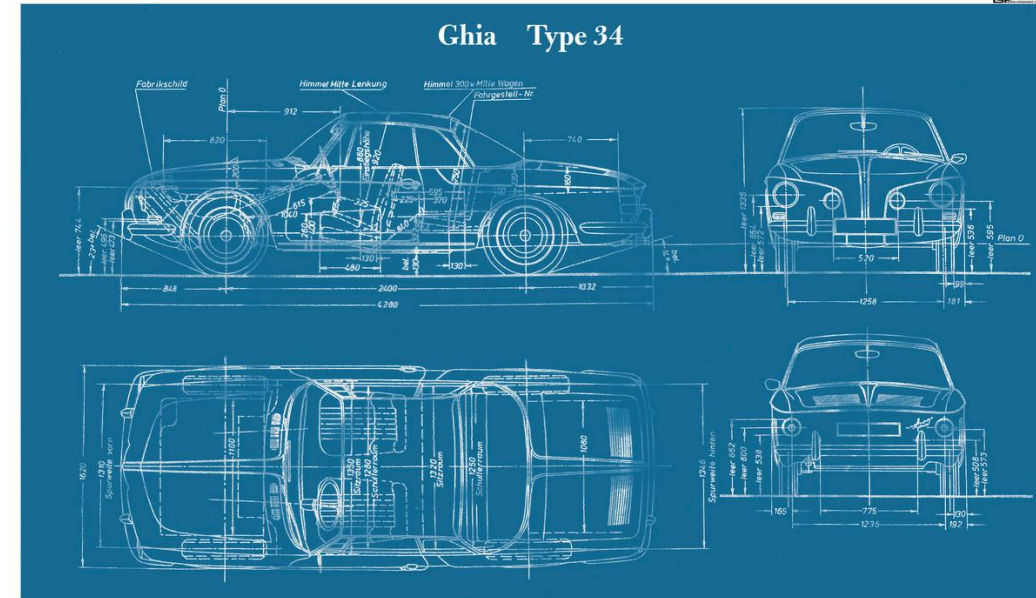


Object Oriented Programming Example

If we can create a **class** ~~blueprint~~ for a generic car, then we can use that ~~blueprint~~ **class** to create many different cars

When we create a car using that blue print, we can specify the different **attributes** (color, # of seats, speed, etc)

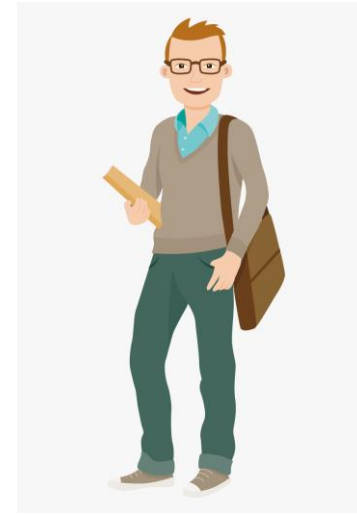
When we create a car, we give the car access to different kinds of **behavior** (accelerating, stopping, turning, etc)



Student Example

Consider a college student at MSU...

What sort of attributes may a college student have?



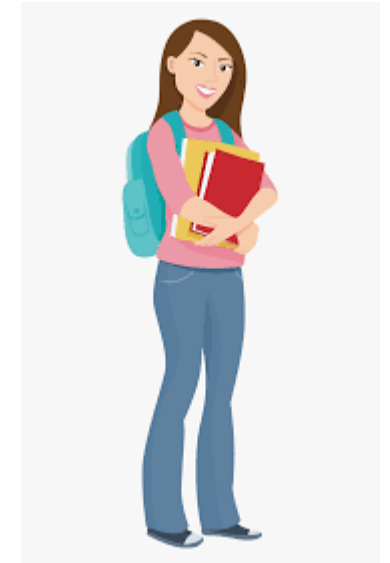
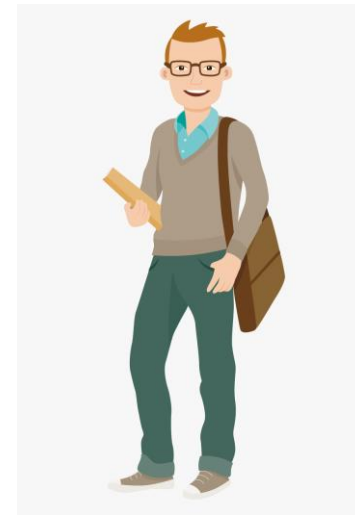
Student Example

Consider a college student at MSU...

What sort of attributes may a college student have?

- Name
- Major
- GPA
- Student ID Number
- Year (freshman, sophomore, junior, senior)

And much more



Student Example

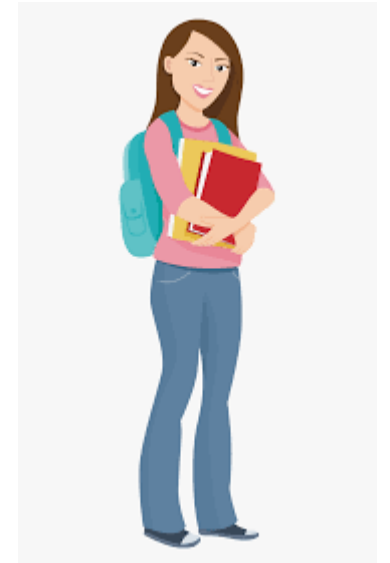
Consider a college student at MSU...

What sort of attributes may a college student have?

- Name
- Major
- GPA
- Student ID Number
- Year (freshman, sophomore, junior, senior)

And much more

Lets create our blueprint!



OOP in Python

Define classes using the **class** keyword

- All class names should be capitalized

All classes need a constructor. A constructor is the method that will create the object

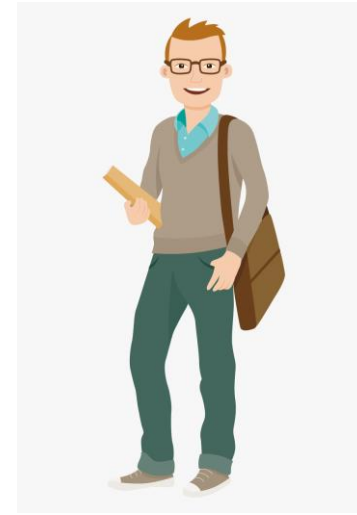
- Constructor will **always** be:

```
def __init__(<insert parameters here>):
```

All methods need to go inside of the class

Reader methods: getName(), getMajor(), etc

Writer methods: setName(), setMajor(), etc



OOP Review

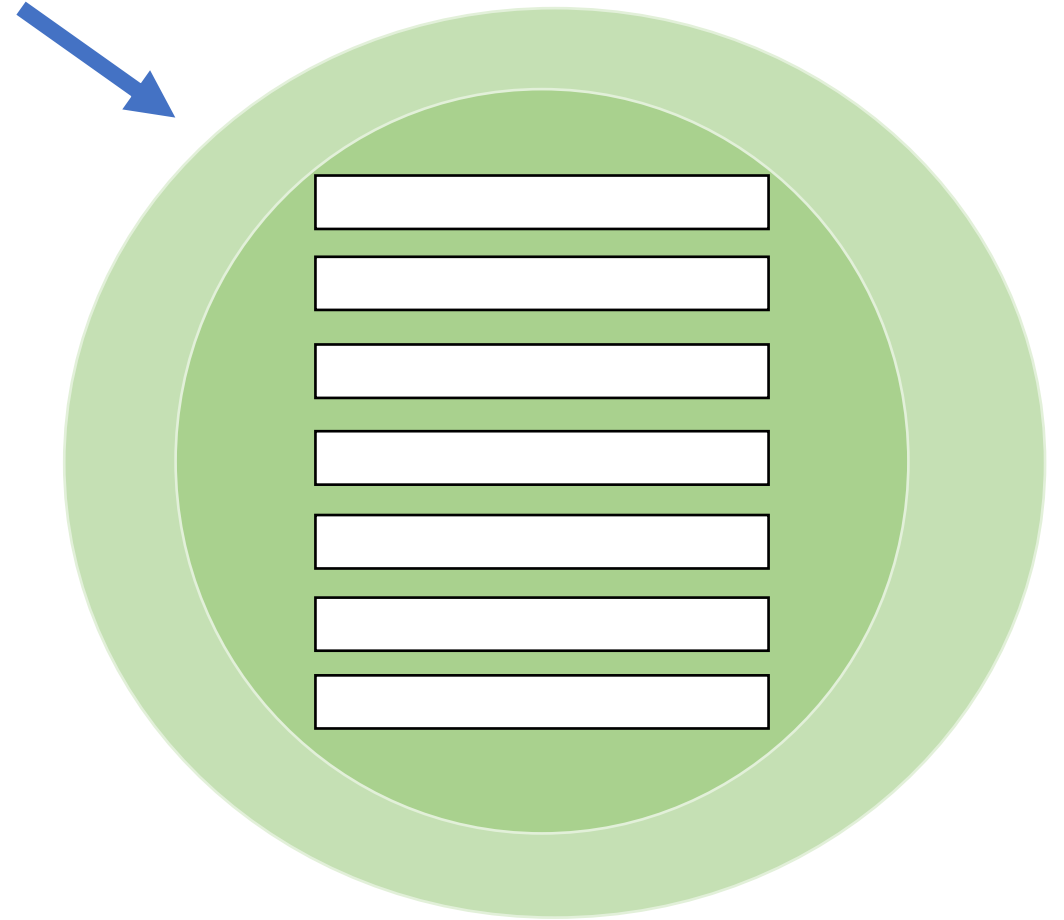
student1

We create and use objects using **classes**

```
student1 = Student("James","Computer Science","04293401",4.0,"Junior")
```

We start off in our **constructor**

```
def __init__(self,name,major,student_id,gpa="Undefined",year="Freshman"):  
    self.name = name  
    self.major = major  
    self.student_id = student_id  
    self.gpa = gpa  
    self.year = year  
    self.champ_change = 0  
    self.minor = "N/A"
```



OOP Review

student1

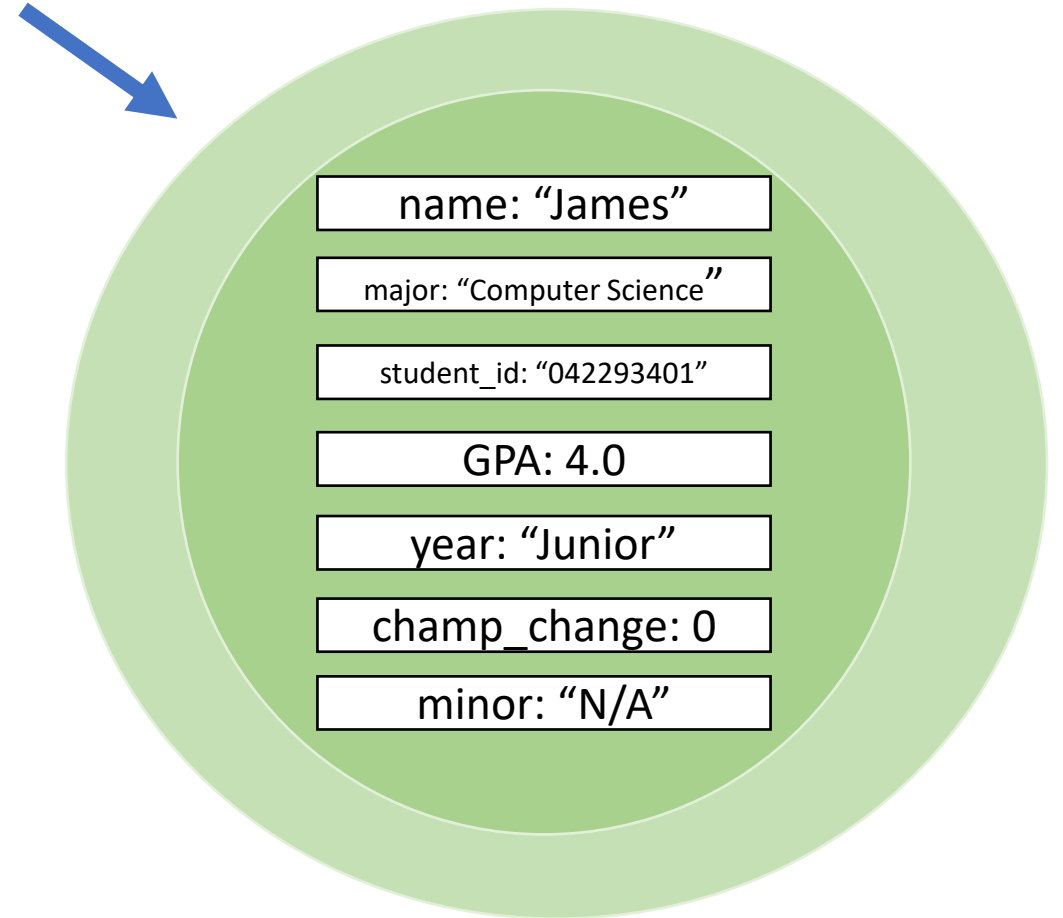
Student object

We create and use objects using **classes**

```
student1 = Student("James","Computer Science","04293401",4.0,"Junior")
```

We start off in our **constructor**

```
def __init__(self,name,major,student_id,gpa="Undefined",year="Freshman"):  
    self.name = name  
    self.major = major  
    self.student_id = student_id  
    self.gpa = gpa  
    self.year = year  
    self.champ_change = 0  
    self.minor = "N/A"
```



OOP Review

We create and use objects using **classes**

```
student1 = Student("James", "Computer Science", "04293401", 4.0, "Junior")
```

We start off in our **constructor**

```
def __init__(self, name, major, student_id, gpa="Undefined", year="Freshman"):  
    self.name = name  
    self.major = major  
    self.student_id = student_id  
    self.gpa = gpa  
    self.year = year  
    self.champ_change = 0  
    self.minor = "N/A"
```

```
print(student1)
```



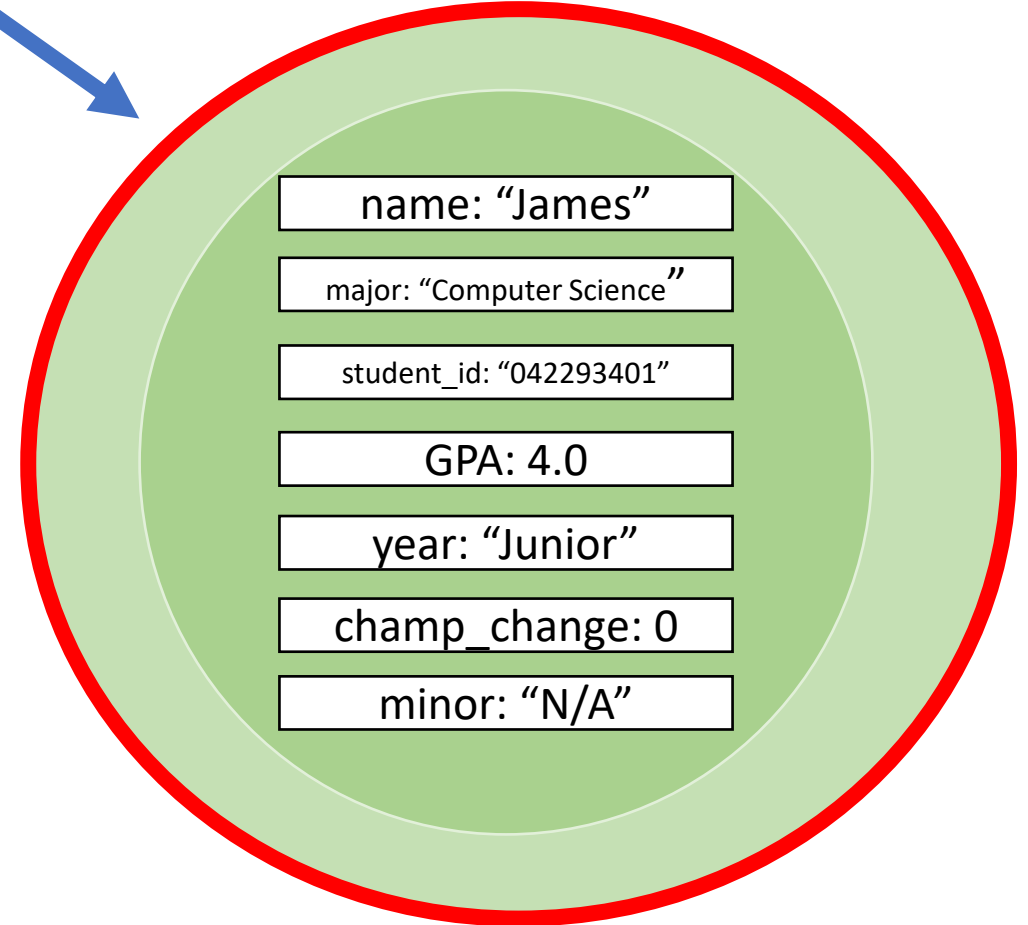
<__main__.Student object at 0x03242D78>

Object's Location in Memory

student1



Student object



OOP Review

We create and use objects using **classes**

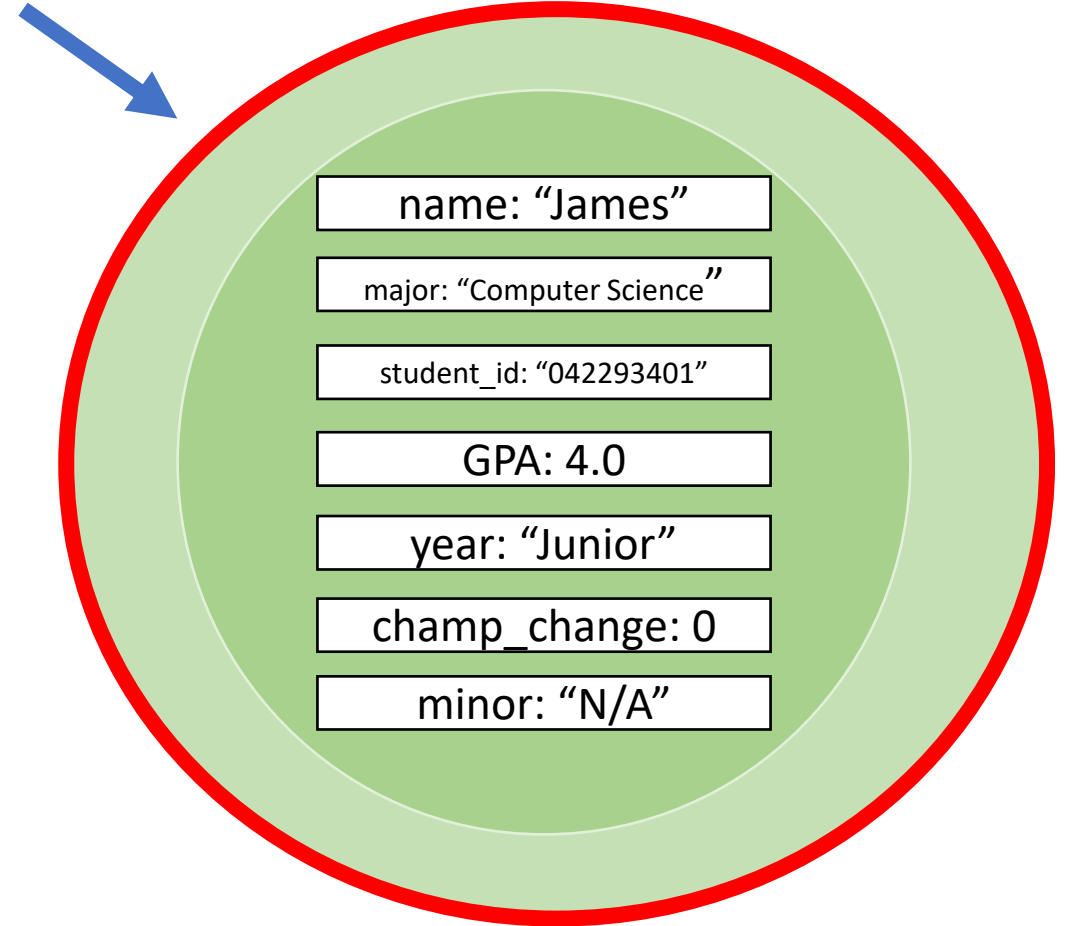
```
student1 = Student("James", "Computer Science", "04293401", 4.0, "Junior")
```

We start off in our **constructor**

```
def __init__(self, name, major, student_id, gpa="Undefined", year="Freshman"):  
    self.name = name  
    self.major = major  
    self.student_id = student_id  
    self.gpa = gpa  
    self.year = year  
    self.champ_change = 0  
    self.minor = "N/A"
```

student1

Student object



Solution:

Overwrite what gets printed out using the `__str__` method

```
print(student1)
```



```
<__main__.Student object at 0x03242D78>
```

Object's Location in Memory

OOP Review

We create and use objects using **classes**

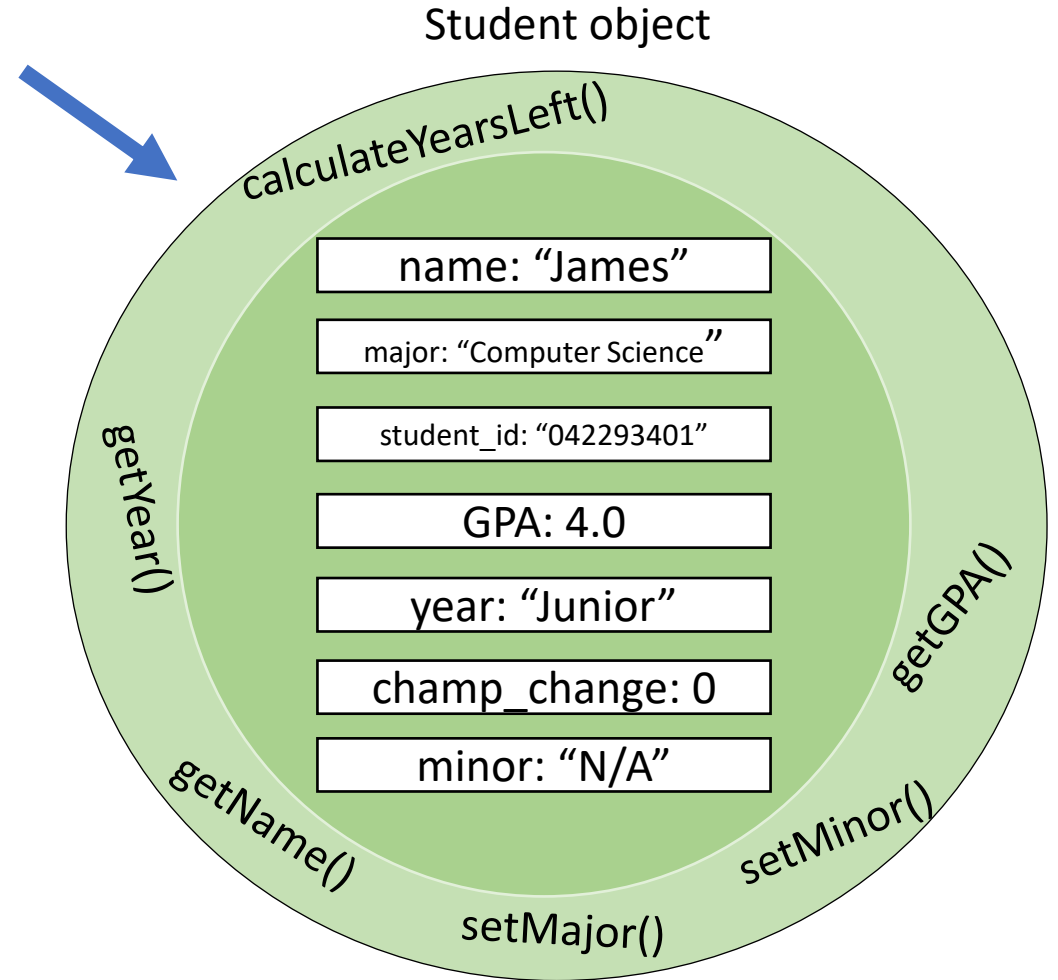
```
student1 = Student("James", "Computer Science", "04293401", 4.0, "Junior")
```

We start off in our **constructor**

Our objects also have functionality (**methods**)

```
print(student1.getName())
```

student1



OOP Review

We create and use objects using **classes**

```
student1 = Student("James", "Computer Science", "04293401", 4.0, "Junior")
```

We start off in our **constructor**

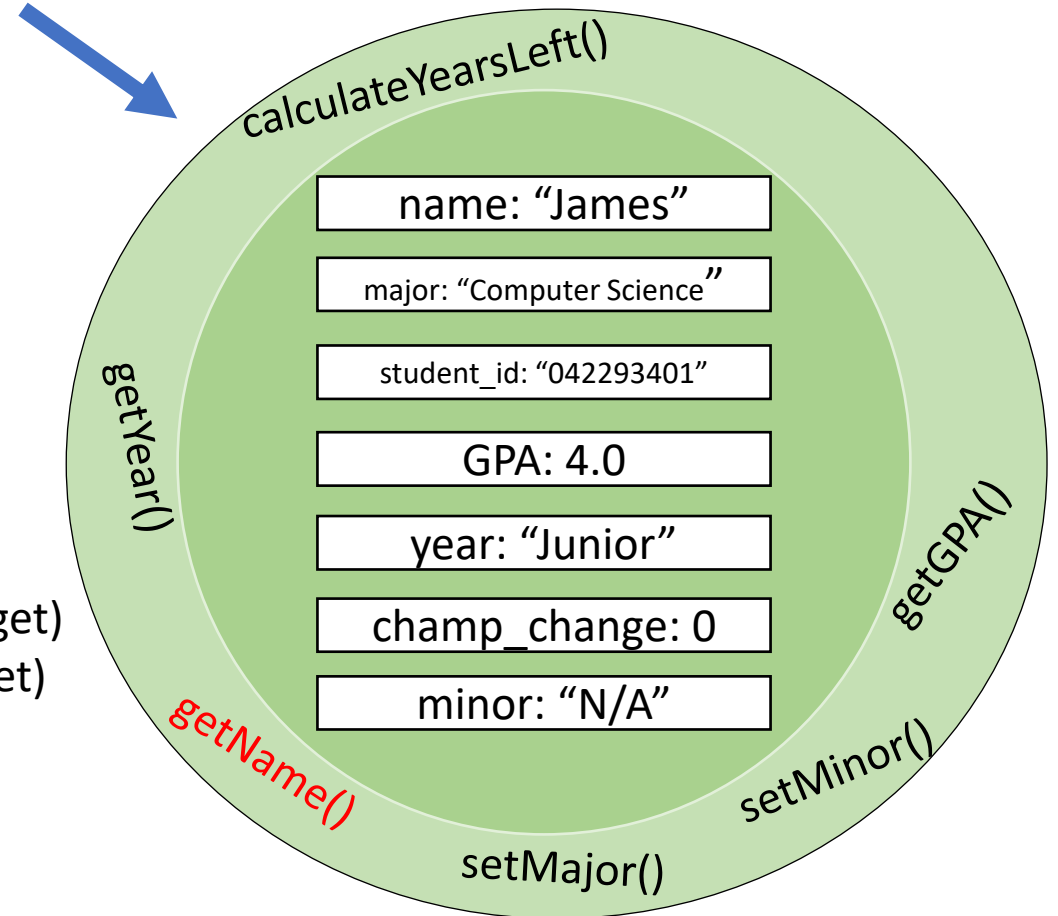
Our objects also have functionality (**methods**) Reader Methods (get)
Writer Methods (set)

```
def getName(self):  
    return self.name
```

```
print(student1.getName())
```

student1

Student object



OOP Review

We create and use objects using **classes**

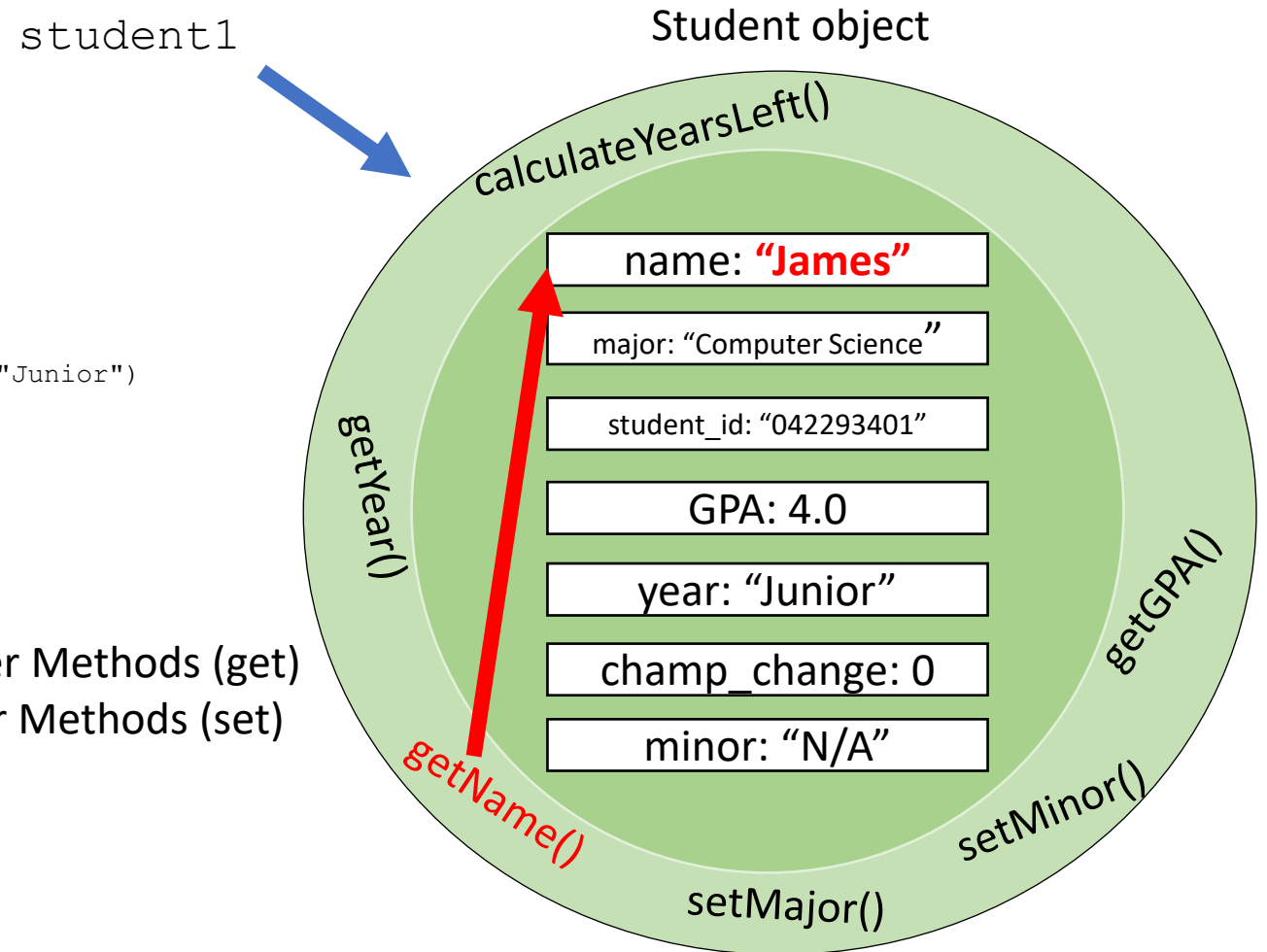
```
student1 = Student("James", "Computer Science", "04293401", 4.0, "Junior")
```

We start off in our **constructor**

Our objects also have functionality (**methods**) Reader Methods (get)
Writer Methods (set)

```
def getName(self):  
    return self.name
```

```
print(student1.getName())
```



OOP Review

We create and use objects using **classes**

```
student1 = Student("James", "Computer Science", "04293401", 4.0, "Junior")
```

We start off in our **constructor**

Our objects also have functionality (**methods**) Reader Methods (get)
Writer Methods (set)

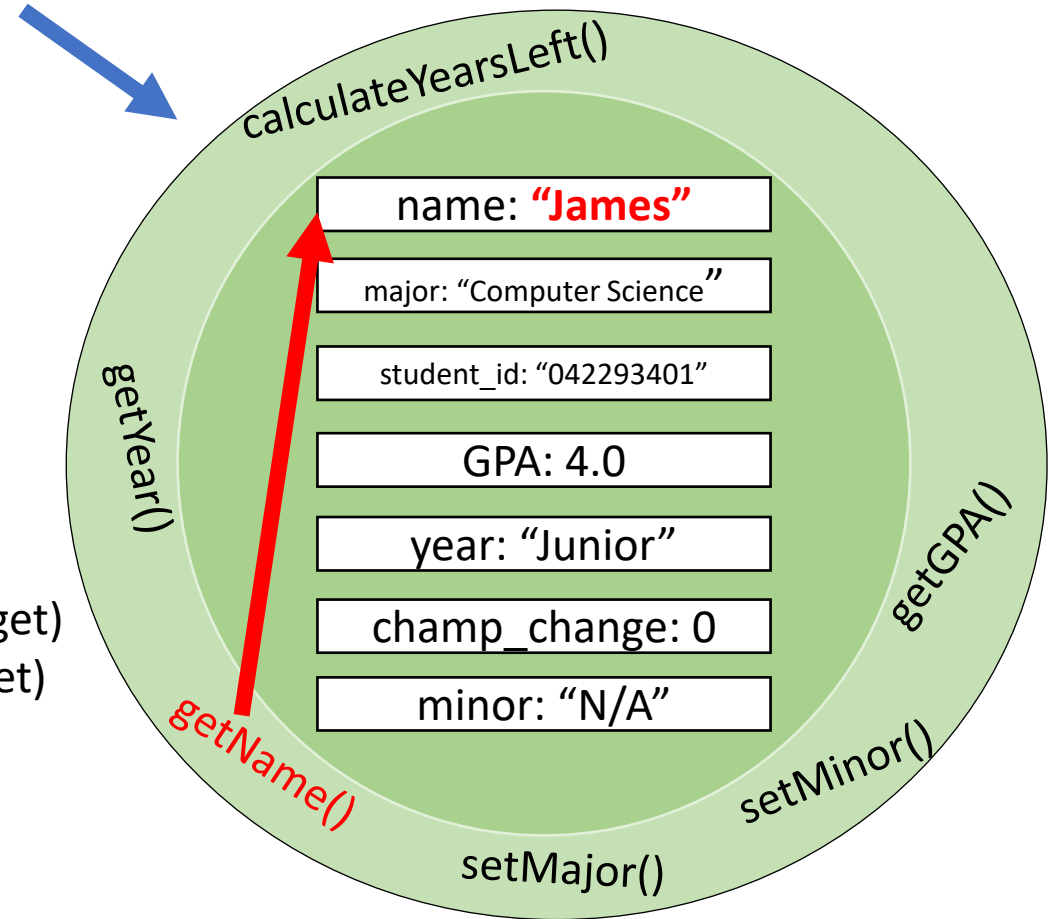
```
def getName(self):  
    return self.name
```

```
print(student1.getName())
```

 → James

student1

Student object



OOP Review

We create and use objects using **classes**

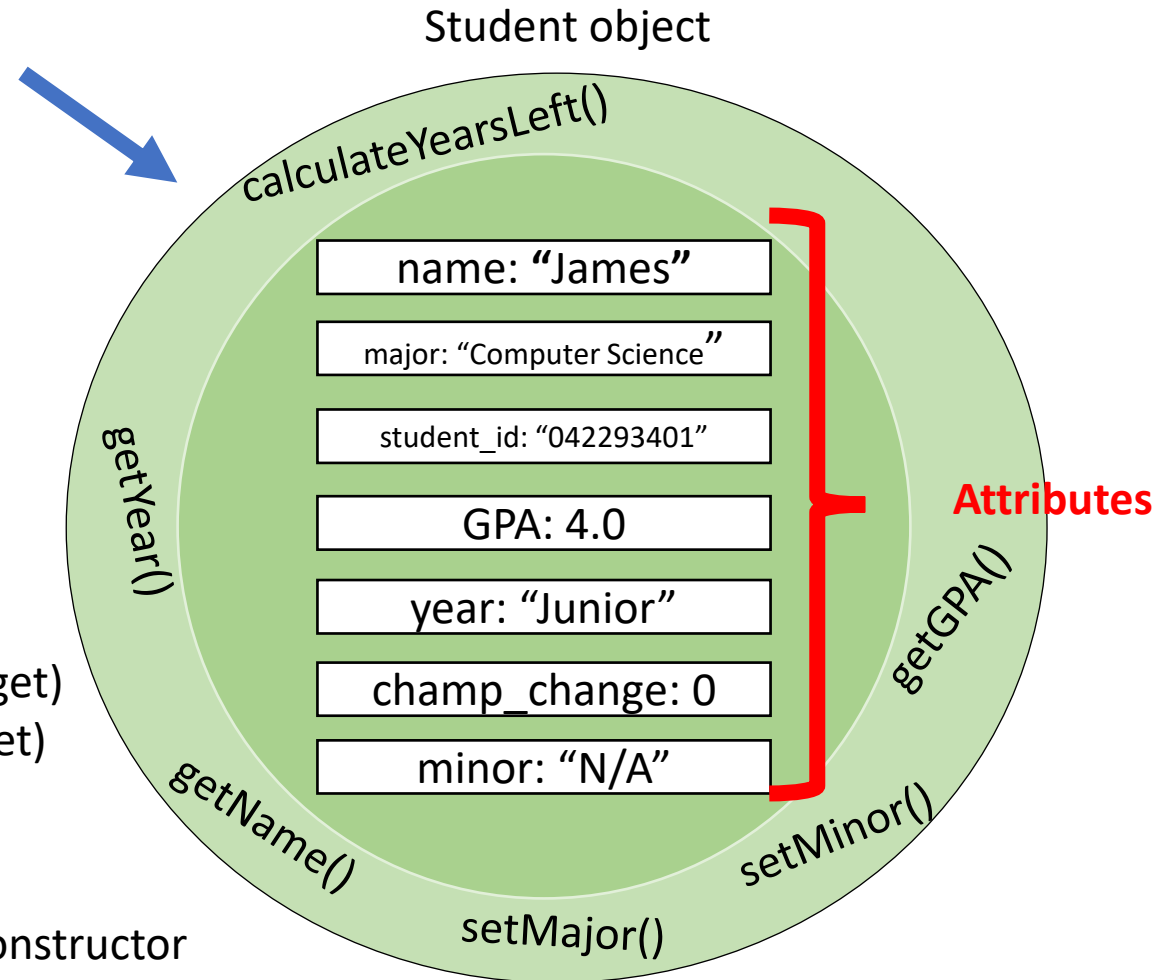
```
student1 = Student("James", "Computer Science", "04293401", 4.0, "Junior")
```

We start off in our **constructor**

Our objects also have functionality (**methods**)
Reader Methods (get)
Writer Methods (set)

We can find the attributes/states of the object by looking at the constructor

student1



OOP Review

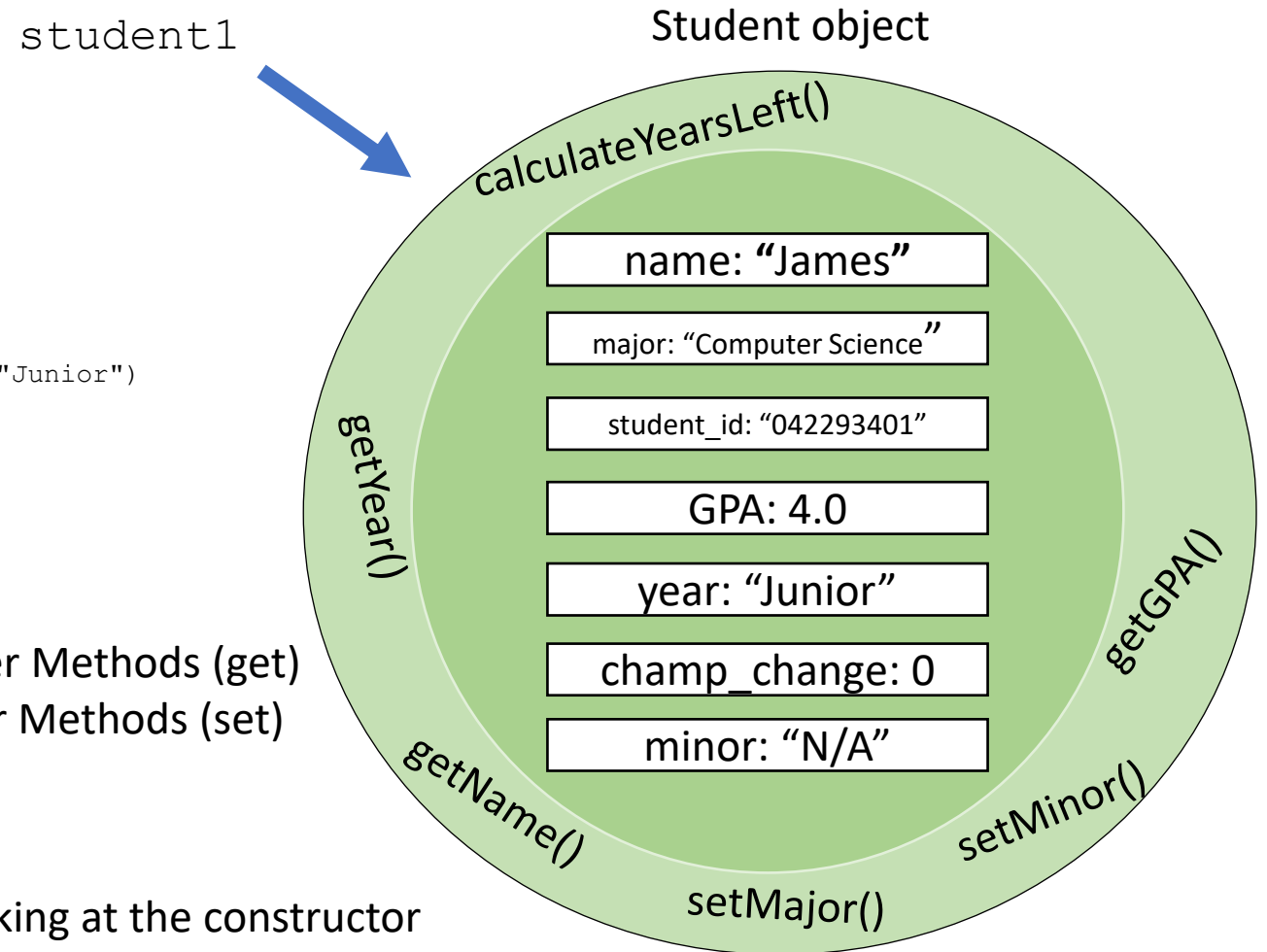
We create and use objects using **classes**

```
student1 = Student("James","Computer Science","04293401",4.0,"Junior")
```

We start off in our **constructor**

Our objects also have functionality (**methods**)
Reader Methods (get)
Writer Methods (set)

We can find the attributes/states of the object by looking at the constructor



Announcements (Tuesday)

Lab 7 due **tonight** (Tuesday 11:59 PM)

Lab 8 due **Thursday** (Tuesday 11:59 PM)

Program 4 due **Sunday** @ 11:59 PM

Today:
More OOP

When you're the number 1 student in the class but your Python Professor says only the top student in the class gets an A



meme made by reese

OOP Example

tbd

OOP Example

Lets create a Python class using billionaires.csv that is going to represent information about Billionaires

Each Billionaire has a

Name

Company Name

Age

Gender

Worth in Billions

Location (Continent)

Lets write some functions that can

- Search for billionaires that make more money than a certain threshold
- Print out proportion of male vs female billionaires
- Print out number of Billionaires based on Continent