

OOP With Python

Unit 05 - Challenges

{<oding:lab}</pre>



Quick Review of Prior Sessions

Get to know Python



Persistent Storage

- We can use files to achieve persistent storage of data
- Two key methods to write to file:
 - Writing as text
 - Using pickle module
- There are other methods to write to file
- There are also other methods to achieve persistent storage
 - Database



Using Pickle

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Import module => open file with "wb" => "Dump" data into file

```
import pickle
myShoppingList = ["Milk", "Pens", "Erasers", "Water"]
#Opening the file with "wb"
myFile = open("shoppingList.txt", "wb")
#Put the data into file
pickle.dump(myShopingList, myFile)
myFile.close()
```



What is Object Oriented Programming

- An approach to programming
- Groups functions and variables together to create classes.
- Each class can be used to create objects
- Objects will share the same variables and functions as the class
- A function in a class is called a method
- A variable that's part of a class is called an attribute.



Defining a Class

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Create a class by doing the following

```
#Define a class name: Rectangle
class Rectangle (object):

# __init__ is a function (known as initialiser/contsurctor) to initialise an object

# Initialise arguments of the object: width, height

def __init__(self, width, height):

self.width = width

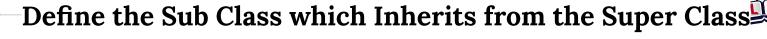
self.height = height
self.area = width * height
```

Setting the attributes of the object



- What is Inheritance and Why use it?
- Enables a new object or class to take on (inherit) the properties of another existing class
- Enables more efficient coding





Create a class by doing the following

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```
# Derived / Sub Class name : Teacher
# Base / Super Class name : Person
class Teacher(Person):

def __init__(self, first, last, id, teacherId, department):

# Call the super class initialiser to initialise the attributes
Person.__init__(self, first, last, id)

# Set the additional attributes of the
self.teacherId = teacherId
self.department = department
```



Challenges

The next few slides contain challenges that can be tackled with what you had learnt. Attempt as many as you can



Shapes

- Write a set of classes used to model various geometry shapes
 - The super class will be "Shape"
 - "Shape" has "Circle" and "Rectangle" as subclasses
 - "Square" in turn is a subclass of "Rectangle"
 - Implement the following methods
 - Calculate area
 - Calculate perimeter
 - Compare area
 - Compare perimeter
 - Plot the shape



Rational Numbers

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- Write a class that supports rational numbers
 - The fields should be two variables, for numerator and denominator
 - Store the rational number in reduced form, with the denominator always non negative
 - Provide the following methods:
 - Add (to sum up two rational numbers)
 - Subtract (to subtract one rational number from another)
 - Multiply (to multiply one rational number to another)
 - Divide (to divide one rational number from another)
 - Equals (check if one rational number is equal to another)
 - Compares (to compare if one rational number is the same as another)
 - To String (to return a string representation of the rational number)



Complex Numbers

- Write a Complex number class
 - Complex number consists of a real part and an imaginary part
 - Support the following operations
 - Add (to sum up two rational numbers)
 - Subtract (to subtract one rational number from another)
 - Multiply (to multiply one rational number to another)
 - Divide (to divide one rational number from another)
 - Equals (check if one rational number is equal to another)
 - To String (to return a string representation of the rational number)



Congratulations



Congratulations

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Congratulations! You have completed OOP With Python!