

20.6. Objects as Arguments and Parameters

You can pass an object as an argument to a function, in the usual way.

Here is a simple function called `distance` involving our new `Point` objects. The job of this function is to figure out the distance between two points.

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```

1 import math
2 class Point:
3     """ Point class for representing and manipulating x,y coordinates. """
4     def __init__(self, initX, initY):
5         self.x = initX
6         self.y = initY
7     def getX(self):
8         return self.x
9     def getY(self):
10        return self.y
11    def distanceFromOrigin(self):
12        return ((self.x ** 2) + (self.y ** 2)) ** 0.5
13 def distance(point1, point2):
14     xdiff = point2.getX()-point1.getX()
15     ydiff = point2.getY()-point1.getY()
16     dist = math.sqrt(xdiff**2 + ydiff**2)
17     return dist
18 p = Point(4,3)
19 q = Point(0,0)
20 print(distance(p,q))
21

```

ActiveCode: 1 (chp13_classes6)

`distance` takes two points and returns the distance between them. Note that `distance` is **not** a method of the `Point` class. You can see this by looking at the indentation pattern. It is not inside the class definition. The other way we can know that `distance` is not a method of `Point` is that `self` is not included as a formal parameter. In addition, we do not invoke `distance` using the dot notation.

We *could have* made `distance` be a method of the `Point` class. Then, we would have called the first parameter `self`, and would have invoked it using the dot notation, as in the following code. Which way to implement it is a matter of coding style. Both work correctly. Most programmers choose whether to make functions be stand-alone or methods of a class based on whether the function semantically seems to be an operation that is performed on instances of the class. In this case, because `distance` is really a property of a pair of points and is symmetric (the distance from `a` to `b` is the same as that from `b` to `a`) it makes more sense to have it be a standalone function and not a method. Many heated discussions have occurred between programmers about such style decisions.

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```

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```
13     def distance(self, point2):
14         xdiff = point2.getX()-self.getX()
15         ydiff = point2.getY()-self.getY()
16         dist = math.sqrt(xdiff**2 + ydiff**2)
17         return dist
18 p = Point(4,3)
19 q = Point(0,0)
20 print(p.distance(q))
```

ActiveCode: 2 (chp13_classes6a)

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