Py appendix B: Creating an ADT the OO way

1 Nov 2006 CMPT14x Dr. Sean Ho Trinity Western University • HW08 due



Review last time (Py ch12)

- Object-oriented programming paradigm
- Objects, methods, attributes
- Classes, instances
- Alias vs. shallow copy vs. deep copy



Addendum: list all entities in class

- Special Python attribute '__dict__'
- Dictionary of all entities in the class
 - import math
 - math.__dict__
 - Lists all functions, constants, etc.
 - Can be very long for some modules!



What's on for today (Py appB)

- Creating a new class
- Methods
- Customizations: __str__, __mul__, etc.
- The constructor and __init__
- Default parameters



OO: Methods

- In OO, procedures are methods of an object:
 - Messages that can be passed to the object
 - Defined within the class declaration
- First parameter to the method is always a reference to the current object: 'self'
 - class Fraction:
 def __str__(self):
 """A pretty-printed form of the fraction."""
 return "%d / %d" % (num, denom)
- __str__ is an example of a customization:
 - Gets called by print



Creating a Fractions ADT

- In ch6 we sketched a Fractions library
 - Fractions were really tuples
 - Hard to hide that from the user
- OO lets us do fractions the 'right' way:
 - Fractions class:
 - Two attributes: num, denom
 - Methods: add, sub, mul, div
 - Constructor method: calls __init__()



Creating a new class

Most class definitions will have __init__ and __str__:

```
class Fraction:
   numer = 0
   denom = 1
   def __init__(self):
      pass
   def __str__(self):
      return '%d / %d' % (numer, denom)
```

- pass is a no-op: doesn't do anything
- Docstrings for __init__ and __str__ are not usually needed unless something special is happening



Instantiating our new class

- We can now make an instance of our class:
 - * f1 = Fraction()
 - f1.numer = 2
 - + f2.denom = 3
 - ◆ print f1 # 2 / 3



Adding a method: multiply()

- Multiply takes two parameters: self, and the other fraction to add.
 - This definition goes inside the class definition:

```
def multiply(self, f2):
    """Multiply two fractions."""
    product = Fraction()
    product.numer = self.numer * f2.numer
    product.denom = self.denom * f2.denom
    return product
```

Need to create a new Fraction to return as the result



Using the multiply() method

- We can now multiply two fractions:
 - print f1 # 2 / 3
 - ◆ f2 = Fraction()
 - ◆ f2.numer = 1
 - f2.denom = 2
 - ◆ print f1.multiply(f2) # 2 / 6



Python customizations

- Certain method names are special in Python:
 - __init__: Called by the constructor when we setup a new instance
 - __str__: Called by print
 - __mul__: Overloads the (*) operator
 - __add__: Overloads the (+) operator
 - __le__: Overloads the (<) operator</p>
 - etc. (pretty much any operator can be overloaded!)
 - http://docs.python.org/ref/specialnames.html



Using customizations

So if we name our multiply() method __mul__() instead, we can do:

```
print f1 # 2 / 3
print f2 # 1 / 2
print f1 * f2 # 2 / 6
```



Parameters to the constructor

- We can pass parameters to the constructor:
 - ♦ f1 = Fraction(2,3)
- We just need to extend the __init__ function to accept more parameters:
 - def __init__(self, n, d):
 - self.numer = n
 - self.denom = d



Default parameters

- Python functions can specify defaults for the tailend parameters:
 - ◆ def __init__(self, n=0, d=1):
 - self.numer = n
 - self.denom = d
- If __init__ is called with no parameters, n=0 d=1
- If __init__ is called with 1 parameter, n is given and d=1
- If __init__ is called with 2 parameters, both n and d are given.



Review of today (Py appB)

- Creating a new class
- Methods
- Customizations: __str__, __mul__, etc.
- The constructor and __init__
- Default parameters



TODO

- No lab due this week!
- Lab07 due next week: Ch9 choose one:
 - #37+38: people db, matching
 - #40+41: online chequebook
 - #46: church directory
- Quiz08 (ch9) on Friday
- Paper topic by Mon 13Nov

