



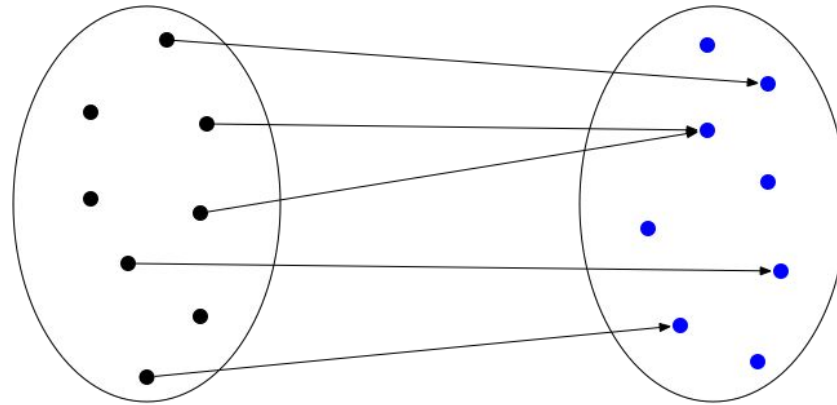
OOP via Python: Session 03

Stephen Leach, Oct 2021



A Brief Terminological Digression ...

Maths Functions

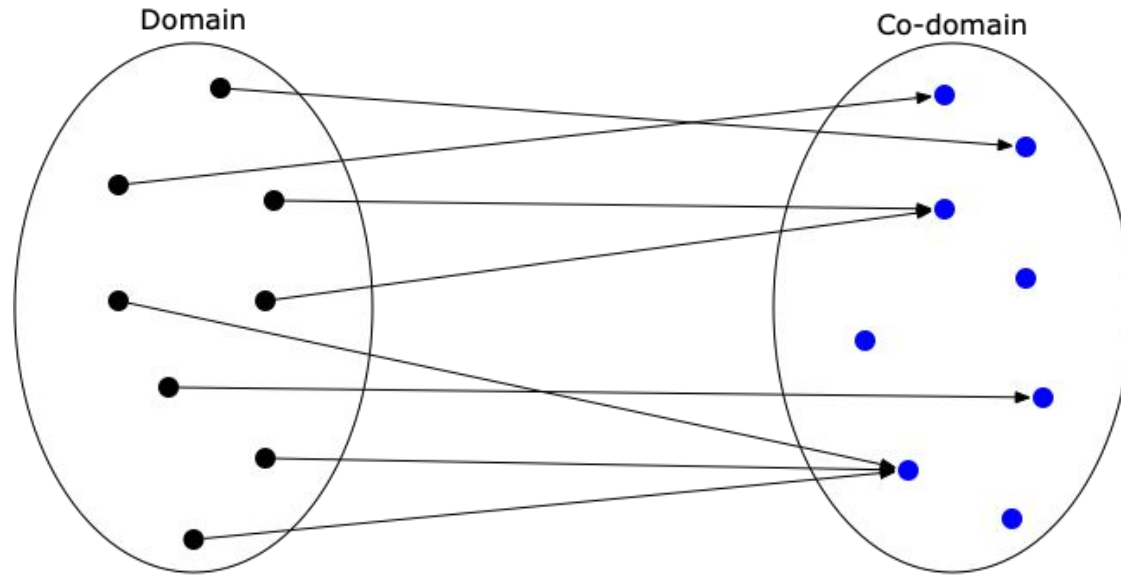


Fan-out
One or Zero

Fan-in
Any number

0/1 is what makes it a *function*


Total

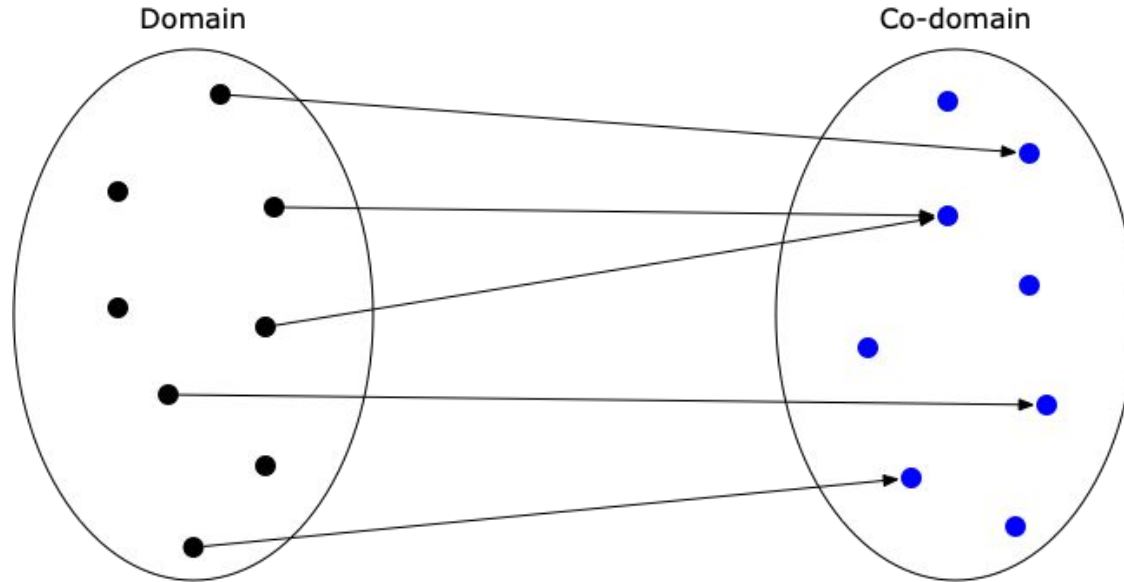


Fan-out
Exactly One

Every item in the domain
has an outgoing arrow



Partial



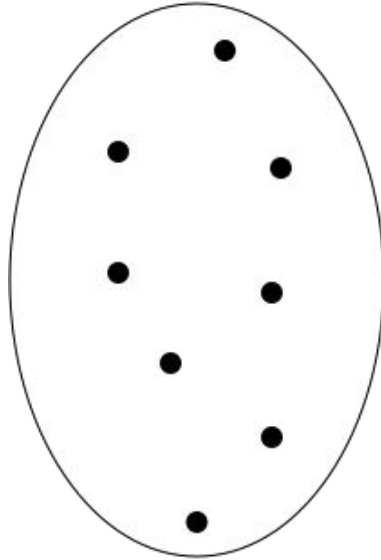
Fan-out
One or Zero

Having 0's make it partial



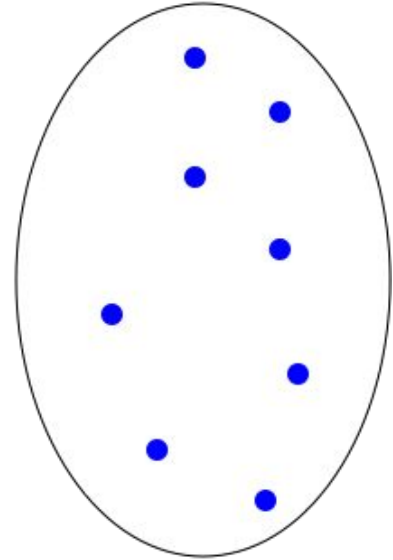
Undefined

Domain



Fan-out
Zero

Co-domain



Fan-in
Zero

Whut? No Arrows??



Back to our scheduled programming



Method Availability

For an object *obj* at any one point in time:

- *obj.domethod(x, y)* is **total** if it is safe to call regardless of the values of *x* & *y*
- *obj.domethod(x, y)* is **partial** if it is safe to call on at least some values of *x* & *y*
- *obj.domethod(x, y)* is **unavailable** if it throws exceptions regardless of *x* & *y*



add_page & can_add_page

```
def can_add_page(self, page: int) -> bool:
    return self.is_empty() or page == self._stop

def add_page(self, page: int):
    if self.is_empty():
        self._start = page
        self._stop = page + 1
    elif self._stop == page:
        self._stop += 1
    else:
        raise Exception(f"Trying to add non-consecutive page: {page}")
```

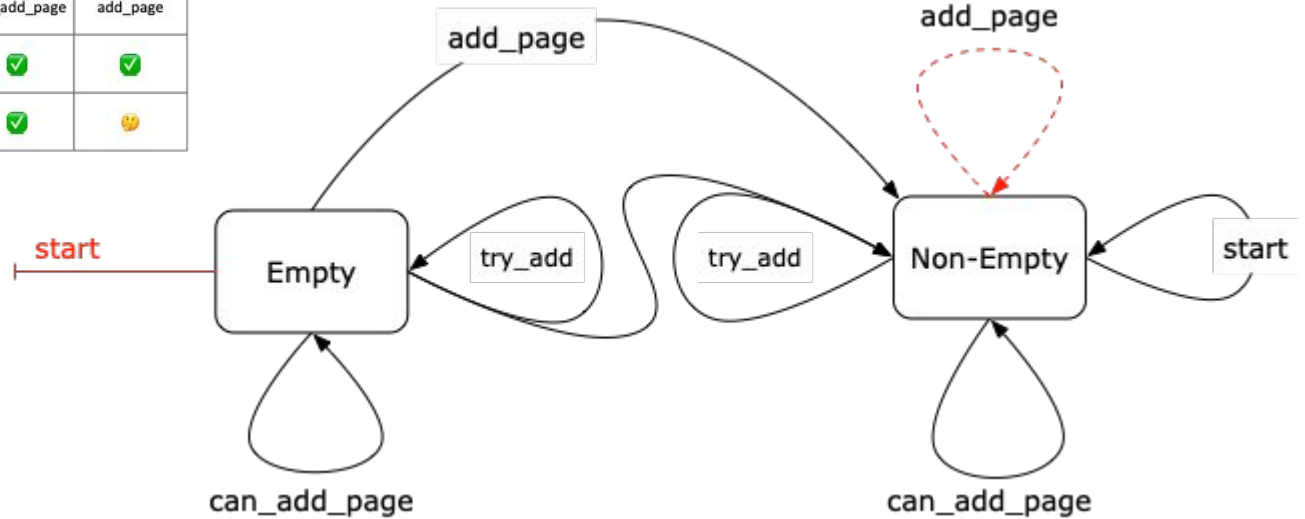
Objects that have the same pattern

<i>Availability</i>	start	try_add	can_add_page	add_page	...
Empty RangeOfPages	✗	✓	✓	✓	...
Non-Empty RangeOfPages	✓	✓	✓	🤔	...

**State/
Phase
Grid**

Transition Diagram

	start	try_add	can_add_page	add_page
Empty	✗	✓	✓	✓
Non-Empty	✓	✓	✓	🤔





How to Call a Method?



How to call a method ...

... that is always
total?

```
rng.can_add(99)
```

How to call a method ...

... that is either total or unavailable?

Phase guard

Phase predicate

```
if not rng.is_empty():
```

```
    rng.start()
```

How to call a method ...

... that is partial?

Method guard

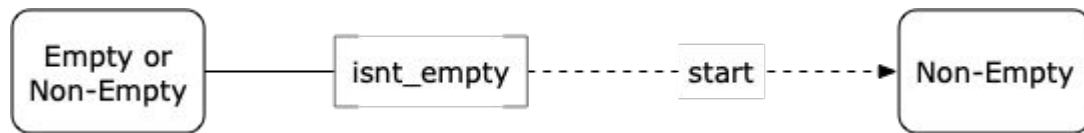
Method predicate

```
if rng.can_add_page(99):
```

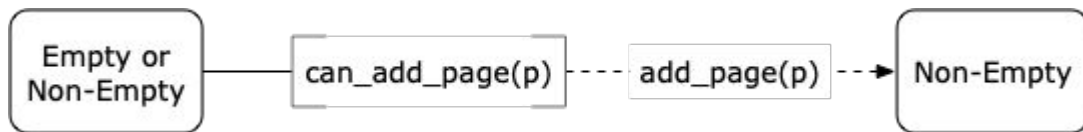
```
    rng.add_page(99)
```



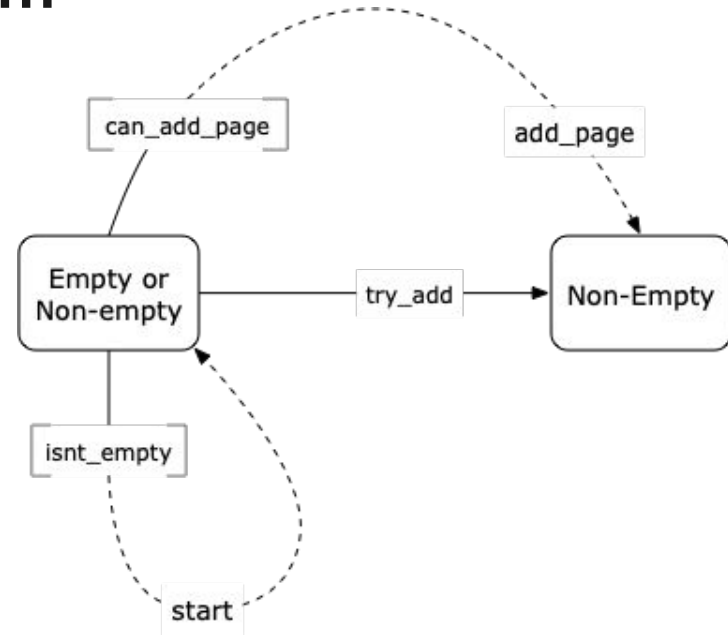
Phase Guards



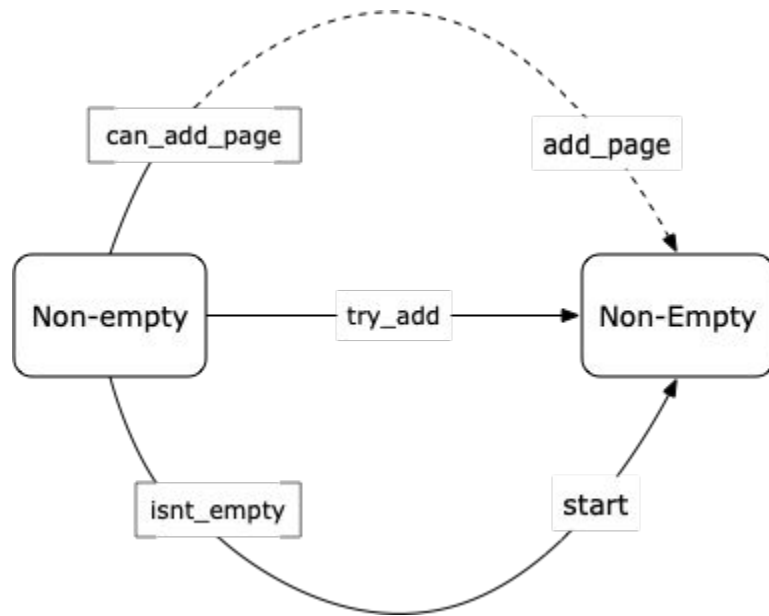
Method Guards



Redrawn Transition Diagram



When Phase is Known





All Code "Constantly Aspires to the Condition of Totality" *

- Phase guards and method guards are both ways of making methods safe - totalisation
- The other way is to design-in totality
 - Returning null e.g. `re.search()`, `contextvar.get()`
 - Returning -1 e.g. `str.find(sub: str)`
 - Pythonic: catching specific exceptions e.g. `next()` raises `StopIteration`
 - Return status code + default values ... not Pythonic!
 - Returning `Maybe<T>` e.g. `pymaybe`



Method Guards ... missing in action - why?

Indexing a list: `x[i]` aka `x.__getitem__(i)`

```
# LBYL
```

```
if x.can__getitem__(i):  
    return x[i]
```

```
# LBYL - open coded
```

```
if 0 <= i < len(x):  
    return x[i]
```

```
# EAFP
```

```
try:  
    return x[i]  
except IndexError:  
    # Something else
```



What's Tricky about EAFP?

```
def LBYL( x, i ):
    if 0 <= i < len(x):
        n = x[i]
        return f( n, g(n) )
    else:
        return None
```

```
def EAFP( x, i ):
    try:
        n = x[i]
        return f( n, g(n) ) # WRONG!
    except IndexError:
        return None
```



Example

Example code taken from a current codebase



Exercise

- See `exercise.py` in [INSERT URL]



Next Session : No Trespassing!