Type and Classes

Sunday, January 07, 2018 10:44 AM

1. Type of Variables:
   a. Numbers: integer

```
i = 42

>>> i = i + 1
>>> print i
43
>>>
```

   b. Changing Data Types

```
i = 42                  # data type is implicitly set to
integer
i = 42 + 0.11           # data type is changed to float
i = "forty"       # and now it will be a string
```

   c. Strings

```
>>> s = "A string consists of characters"
>>> s[0]
'A'
>>> s[3]
't'
>>> s[len(s)-1]
's'

>>> s[-1]
's'
>>> s[-2]
'r'
```

   d. Read more about python variable :
      i. https://www.python-course.eu/variables.php

2. Class
   a. **Code Example 1 - defining a class**

```
# Defining a class
class class_name:
  [statement 1]
  [statement 2]
  [statement 3]
  [etc.]
```

   b. **Code Example 2 - Example of a Class**

```
#An example of a class
class Shape:
    def __init__(self, x, y):
        self.x = x
        self.y = y
        self.description = "This shape has not been described yet"
        self.author = "Nobody has claimed to make this shape yet"
    def area(self):
        return self.x * self.y
    def perimeter(self):
        return 2 * self.x + 2 * self.y
    def describe(self, text):
```

```
        self.description = text
    def authorName(self, text):
        self.author = text
    def scaleSize(self, scale):
        self.x = self.x * scale
        self.y = self.y * scale
```

c. **Using a Class**

```
rectangle = Shape(100, 45)
#finding the area of your rectangle:
print(rectangle.area())

#finding the perimeter of your rectangle:
print(rectangle.perimeter())
#describing the rectangle
rectangle.describe("A wide rectangle, more than twice\
 as wide as it is tall")
#making the rectangle 50% smaller
rectangle.scaleSize(0.5)
#re-printing the new area of the rectangle
print(rectangle.area())
```

3. Excise:
    a. Define a class People
        i. The Class People will have two variable name and age
            Example of use your People class:
            bob=People("Bob",13);
        ii. And one method/function: info(),
            print(bob.info());
            "My name is Bob, my age is 13"
    b. Advance learning
        i. Google object oriented programming, and understand what is
            - Encapsulation
            - Data Abstraction