Advanced Python Programming Course

Lecture 4.

Linters. OOP in Python: Classes and Instances

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Black

- Black is uncompromising the Python code formatter.
- Installing Black

```
pip install black
```

 To format Jupyter Notebooks, install with

```
pip install "black[jupyter]"
```

Using

```
black {source_file_or_directory}
```

Code for testing Black

```
import math
def Some Function (arg1, arg2 = 3):
    b=math.cos(math.pi)+10
    c=b*arq1
    return c/arg2
def Some Function2(a1):
    return a1+a1*2
Some Function (4,5)
Some Function2(5)
>>> black black test.py
```

Code for testing Black. Result

```
import math
def Some Function(arg1, arg2=3):
    b = math.cos(math.pi) + 10
    c = b * arg1
    return c / arg2
def Some Function2(a1):
    return a1 + a1 * 2
Some Function (4, 5)
Some Function2(5)
```

Black test with Jupyter notebooks

```
[5]: 15
```

>>> black black_test.ipynb

Out[45]: 15



Linters

- Linters are programs that advise about code quality by displaying warnings and errors. They can detect your Python code mistakes, notice invalid code patterns and find elements that do not follow your conventions. Python linters have a number of advantages, such as:
 - Preventing bugs in a project.
 - Making code readable for any python programmer.
 - Catching unneeded pieces of code.
 - Making code cleaner and less complex.
- Of course, every approach has its disadvantages:
 - Linters can return false positives.
 - This process can be time-consuming.
 - Some errors could be overlooked.

Linters

- Pylint (version 2.12.1)
- Flake8 (version 4.0.1)
- PyFlakes (version 2.4.0)

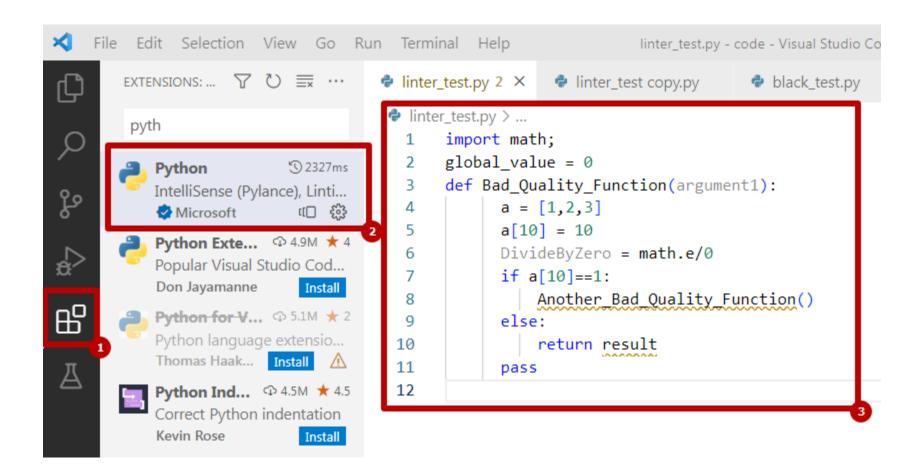
Example of bad code

```
import math;
global value = 0
def Bad Quality Function (argument1):
      a = [1, 2, 3]
      a[10] = 10
      DivideByZero = math.e/0
      if a[10] == 1:
          Another Bad Quality Function()
      else:
          return result
      pass
```

Problems

- unnecessary semicolon in import math;
- missing newlines and whitespaces
- missing docstring
- unused global_value and argument1
- incorrect naming style
- selecting element from the list with incorrect index
- dividing by zero expression
- calling method that doesn't exist
- returning undefined value
- unnecessary pass statement

Using default Python linter



Using pylint

- pip install pylint
- pylint <file name.py>

Your code has been rated at 0.00/10 (previous run: 0.00/10, +0.00)

Using pylint

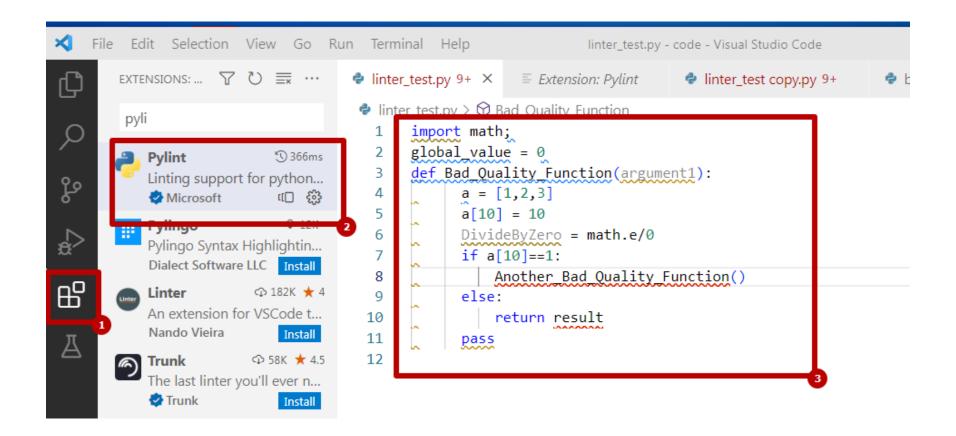
```
black test.py

♦ black test copy 

> 

linter_test.py 2 X
linter_test copy.py
                                                        class1.pv
♦ linter_test.py >  Bad_Quality_Function
       import math;
  1
       global_value = 0
  2
       def Bad_Quality_Function(argument1):
  3
  4
             a = [1,2,3]
  5
             a[10] = 10
  6
             DivideByZero = math.e/0
  7
             if a[10] == 1:
                 Another Bad Quality Function()
  8
  9
             else:
                                                                            PROBLEMS 2
                   DEBUG CONSOLE
TERMINAL
          OUTPUT
D:\CBeTa\Python\Advanced\code>pylint linter test.py
******* Module linter test
linter test.py:1:12: C0303: Trailing whitespace (trailing-whitespace)
linter test.py:1:0: W0301: Unnecessary semicolon (unnecessary-semicolon)
linter test.py:2:16: C0303: Trailing whitespace (trailing-whitespace)
linter test.py:4:0: W0311: Bad indentation. Found 6 spaces, expected 4 (bad-indentation)
linter test.py:5:0: W0311: Bad indentation. Found 6 spaces, expected 4 (bad-indentation)
linter test.py:6:0: W0311: Bad indentation. Found 6 spaces, expected 4 (bad-indentation)
linter test.py:7:0: W0311: Bad indentation. Found 6 spaces, expected 4 (bad-indentation)
linter test.py:8:0: W0311: Bad indentation. Found 10 spaces, expected 8 (bad-indentation)
linter test.py:9:0: W0311: Bad indentation. Found 6 spaces, expected 4 (bad-indentation)
linter test.py:10:0: W0311: Bad indentation. Found 10 spaces, expected 8 (bad-indentation)
linter test.py:11:0: W0311: Bad indentation. Found 6 spaces, expected 4 (bad-indentation)
linter_test.py:1:0: C0114: Missing module docstring (missing-module-docstring)
linter test.py:2:0: C0103: Constant name "global value" doesn't conform to UPPER CASE naming style
```

Using pylint in VSCode



pylint with Jupyter notebook

- pip install nbqa pylint
- nbqa pylint my notebook.ipynb

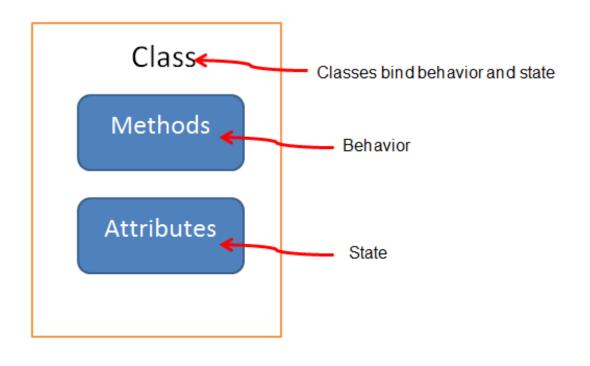
```
\Света\Python\Advanced\2023\2>nbqa pylint examples.ipynb
 ********** Module examples
examples.ipynb:cell_2:4:0: C0103: Function name "Some_Function" doesn't conform
to snake_case naming style (invalid-name)
examples.ipynb:cell_2:8:4: C0103: Variable name "b" doesn't conform to snake_cas
 naming style (invalid-name)
examples.ipynb:cell_2:9:4: CÓ103: Variable name "c" doesn't conform to snake_cas
 naming style (invalid-name)
examples.ipynb:cell_2:13:0: C0103: Function name "Some_Function2" doesn't confor
n to snake_case naming style (invalid-name)
examples.ipynb:cell_7:4:0: C0116: Missing function or method docstring (missing-
unction-docstrina)
examples.ipynb:cell_9:1:0: C0116: Missing function or method docstring (missing-
unction-docstring)
examples.ipynb:cell_9:1:0: C0103: Function name "Mult_by_two" doesn't conform to
snake_case naming style (invalid-name)
examples.ipynb:cell_10:1:0: E0602: Undefined variable 'mult_by_two' (undefined-v
ariable)
examples.ipynb:cell_12:1:0: C0116: Missing function or method docstring (missing
-function-docstring)
our code has been rated at 3.81/10
```

Python classes

- Python is a multi-paradigm programming language, which means it supports different programming approach.
 One different way to program in Python is object-oriented programming (OOP).
- Note: you do not have to use OOP when programming in Python. You can still write very powerful programs using the procedure-oriented programming (POP). That said, the POP is good for simple and small programs, while the OOP is better suited for large programs.

Python classes

The objectoriented programming breaks the programming task into objects, which combine data (known as attributes) and behaviors/functions (known as methods).



Classes and instances

- A class defines a set of attributes that describe the state of the object, as well as a set of methods that define the object's behavior. The attributes and methods of a class are encapsulated together, which means that they are kept together as a single unit and can be reused in different parts of a program.
- When you create an instance of a class, you are creating a new object that has its own set of attributes and methods, but is based on the same blueprint as the original class.
- Each instance of a class is independent of the others, meaning that changes made to one instance do not affect the others.

Creating a class

```
class Person:
    pass
mark = Person()
john = Person()
print(mark)
print(john)
                  <__main__.Person object at 0x050110E8>
                    main__.Person object at 0x05011628>
```

Instance variables

```
• class Person:
     def __init__(self, name, last_name):
         self.name = name
         self.last_name = last_name
         self.email = f'{name}.{last_name}.@khpi.edu.ua'
 mark = Person('Mark', 'Darcy')
• john = Person('John', 'Thornton')
• mary = Person('Mary', 'Shelley')
 print(mark.email)
                               Mark.Darcy.@khpi.edu.ua
print(john.email)
                               John.Thornton.@khpi.edu.ua
print(mary.email)
                               Mary.Shelley.@khpi.edu.ua
```

Instance methods

```
class Person:
    def __init__(self, name, last_name):
        self.name = name
        self.last name = last name
        self.email = f'{name}.{last name}.@khpi.edu.ua'
    def fullname(self):
        return f'{self.name} {self.last_name}'
mark = Person('Mark', 'Darcy')
john = Person('John', 'Thornton')
mary = Person('Mary', 'Shelley')
                                              Mark Darcy
print(mark.fullname())
                                              Mary Shelley
print(mary.fullname())
print(john.fullname())
                                              John Thornton
```