



# Lecture 01: Python 1

## IN710: Object-Oriented Systems Development

### Semester One, 2020

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Tuesday, 18 February

# ADMINISTRATION

- ▶ Click [here](#) to download the **course directive**
- ▶ Click [here](#) to view the **course materials repository**. Please clone this repository

# LECTURE 01: PYTHON 1 TOPICS

- ▶ Object-oriented programming principles
- ▶ Basic data structures
- ▶ Comprehensions

# OBJECT-ORIENTED PROGRAMMING PRINCIPLES

The four principles of OOP:

- ▶ Encapsulation
- ▶ Abstraction
- ▶ Inheritance
- ▶ Polymorphism

# ENCAPSULATION

- ▶ Bundling of attributes & methods
- ▶ Used to hide the internal details of a class
- ▶ Access modifiers/specifiers

# ENCAPSULATION

## ► Public attributes

```
class Cat:
    def __init__(self, name, breed):
        self.name = name
        self.breed = breed

def main():
    persian = Cat('Tom', 'persian')
    persian.name = 'Jerry'
    print(f'My_{persian.breed}\s_name_is_{persian.name}')

if __name__ == '__main__':
    main() # My persian's name is Jerry
```

# ENCAPSULATION

- ▶ Private attributes
- ▶ Getters & setters (Javaesque)

```
class Cat:
    def __init__(self, name, breed):
        self.__name = name
        self.__breed = breed

    def get_name(self):
        return self.__name

    def get_breed(self):
        return self.__breed

    def set_name(self, name):
        self.__name = name

    def set_breed(self, breed):
        self.__breed = breed

def main():
    persian = Cat('Tom', 'persian')
    persian.set_name('Jerry')
    print(f'My_{persian.get_breed()}\'s_name_is_{persian.get_name()}')

if __name__ == '__main__':
    main() # My persian's name is Jerry
```

# ENCAPSULATION

## ► @property, @attribute.setter & @attribute.deleter (Pythonic)

```
class Cat:
    def __init__(self, name, breed):
        self.__name = name
        self.__breed = breed

    @property
    def name(self):
        return self.__name

    @property
    def breed(self):
        return self.__breed

    @name.setter
    def name(self, name):
        self.__name = name

    @name.deleter
    def name(self):
        print('Deleting name')
        del self.__name

def main():
    persian = Cat('Tom', 'persian')
    persian.name = 'Jerry'
    print(f'My_{persian.breed}\{persian.name}_is_{persian.name}')
    del persian.name

if __name__ == '__main__':
    main() # My_persian's name is Jerry
          # Deleting name
```



# ABSTRACTION

- ▶ abc module
- ▶ @abstractmethod

```
from abc import ABC, abstractmethod

class Payment(ABC):
    def __init__(self, amount):
        self.amount = amount

    @abstractmethod
    def payment(self):
        pass

class CreditCard(Payment):
    def __init__(self, amount):
        super().__init__(amount)

    def payment(self):
        return f'${self.amount}_paid_with_credit_card'

class Cash(Payment):
    def __init__(self, amount):
        super().__init__(amount)

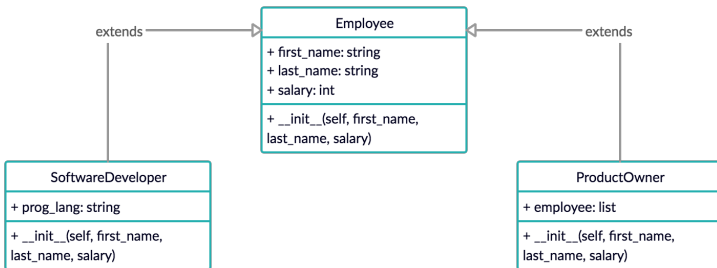
    def payment(self):
        return f'${self.amount}_paid_with_cash'

def main():
    credit_card = CreditCard(150)
    print(credit_card.payment())
    cash = Cash(75)
    print(cash.payment())

if __name__ == '__main__':
    main()  # $150 paid with credit card
           # $75 paid with cash
```

# SINGLE INHERITANCE: UML

- Consider the following UML diagram:



# SINGLE INHERITANCE

## ► SoftwareDeveloper & ProductOwner inherits from Employee

```
class Employee:
    def __init__(self, first_name, last_name, salary):
        self.first_name = first_name
        self.last_name = last_name
        self.salary = salary

class SoftwareDeveloper(Employee):
    def __init__(self, first_name, last_name, salary, prog_lang):
        super().__init__(first_name, last_name, salary)
        self.prog_lang = prog_lang

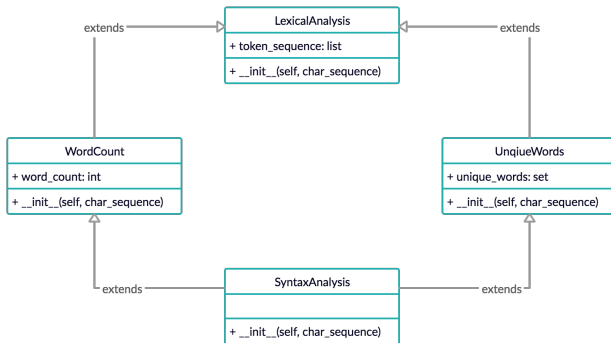
class ProductOwner(Employee):
    def __init__(self, first_name, last_name, salary, employees=None):
        super().__init__(first_name, last_name, salary)
        if employees is None:
            self.employees = {}
        else:
            self.employees = employees

def main():
    sft_dev_1 = SoftwareDeveloper('Alfredo', 'Boyle', 50000, 'C#')
    sft_dev_2 = SoftwareDeveloper('Malik', 'Martin', 55000, 'JavaScript')
    prdt_owr = ProductOwner('Lillian', 'Cunningham', 100000, {sft_dev_1, sft_dev_2})
    for e in prdt_owr.employees:
        print(f'{e.first_name}-{e.last_name}')

if __name__ == '__main__':
    main() # Alfredo Boyle
          # Malik Martin
```

# MULTIPLE INHERITANCE: UML

- Consider the following UML diagram:



# MULTIPLE INHERITANCE

- ▶ WordCount & UniqueWords inherits from LexicalAnalysis
- ▶ SyntaxAnalysis inherits from WordCount & UniqueWords

```
class LexicalAnalysis:
    def __init__(self, char_sequence):
        self.token_sequence = char_sequence.split()

class WordCount(LexicalAnalysis):
    def __init__(self, char_sequence):
        super().__init__(char_sequence)
        self.word_count = len(self.token_sequence)

class UniqueWords(LexicalAnalysis):
    def __init__(self, char_sequence):
        super().__init__(char_sequence)
        self.unique_words = set(self.token_sequence)

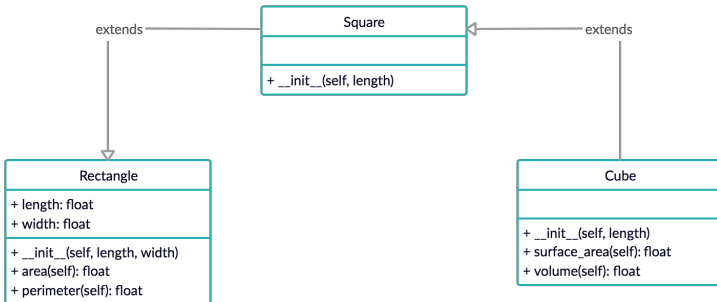
class SyntaxAnalysis(WordCount, UniqueWords):
    def __init__(self, char_sequence):
        super().__init__(char_sequence)

def main():
    syntax_analysis = SyntaxAnalysis(
        'Peter_Piper_picked_a_peck_of_pickled_peppers; A_peck_of_pickled_peppers_Peter_Piper_picked')
    print(syntax_analysis.word_count)
    print(syntax_analysis.unique_words)

if __name__ == '__main__':
    main()
    # 16
    # {'peppers;', 'peppers', 'a', 'picked', 'Piper', 'pickled', 'of', 'peck', 'Peter', 'A'}
```

# MULTI-LEVEL INHERITANCE: UML

- Consider the following UML diagram:



# MULTI-LEVEL INHERITANCE

- ▶ Square inherits from Rectangle
- ▶ Cube inherits from Square

```
class Rectangle:
    def __init__(self, length, width):
        self.length = length
        self.width = width

    def area(self):
        return self.length * self.width

    def perimeter(self):
        return 2 * (self.length + self.width)

class Square(Rectangle):
    def __init__(self, length):
        super().__init__(length, length)

class Cube(Square):
    def __init__(self, length):
        super().__init__(length)

    def surface_area(self):
        return super().area() * 6

    def volume(self):
        return super().area() * self.length

def main():
    cube = Cube(4.5)
    print(cube.surface_area())

if __name__ == '__main__':
    main() # 121.5
```

# POLYMORPHISM

- ▶ Poly (many)
- ▶ Morphism (forms)
- ▶ A single interface to entities of different types
- ▶ Subtyping
- ▶ Duck typing



# POLYMORPHISM

- ▶ Subtyping
- ▶ Liskov substitution principle
- ▶ NotImplementedError exception

```
class Country:
    def capital(self):
        raise NotImplementedError('capital was not implemented.')

class NewZealand(Country):
    def capital(self):
        return 'Wellington is the capital of New Zealand.'

class Brazil(Country):
    def capital(self):
        return 'Brasilia is the capital of Brazil.'

class Canada(Country):
    pass

def main():
    nzl = NewZealand()
    bra = Brazil()
    for country in (nzl, bra):
        print(country.capital())

if __name__ == '__main__':
    main() # Wellington is the capital of New Zealand.
          # Brasilia is the capital of Brazil.
          # NotImplementedError: capital was not implemented.
```

# POLYMORPHISM

## ► Duck typing

```
class NewZealand:
    def capital(self):
        return 'Wellington is the capital of New Zealand.'

class Brazil:
    def capital(self):
        return 'Brasilia is the capital of Brazil.'

class Canada:
    pass

def main():
    nzl = NewZealand()
    bra = Brazil()
    can = Canada()
    for country in (nzl, bra, can):
        print(country.capital())

if __name__ == '__main__':
    main() # Wellington is the capital of New Zealand.
          # Brasilia is the capital of Brazil.
          # AttributeError: 'Canada' object has no attribute 'capital'
```

# BASIC DATA STRUCTURES

- ▶ List
- ▶ Tuple
- ▶ Set
- ▶ Dictionary
- ▶ Linked List
- ▶ Stack
- ▶ Queue

# LIST

- ▶ Mutable
- ▶ Ordered sequence of elements

```
numbers = (1, 2, 3, 4, 5) # Homogeneous  
hetero = (1, 'C#', True, 2, 'Java') # Heterogeneous  
print(type(numbers)) # <class 'list'>
```

# LIST

- ▶ Operations:
  - ▶ append
  - ▶ clear
  - ▶ copy
  - ▶ count
  - ▶ extend
  - ▶ index
  - ▶ insert
  - ▶ pop
  - ▶ remove
  - ▶ reverse
  - ▶ sort

# TUPLE

- ▶ Immutable
- ▶ Ordered sequence of elements

```
numbers = (1, 2, 3, 4, 5) # Homogeneous  
hetero = (1, 'C#', True, 2, 'Java') # Heterogeneous  
print(type(numbers)) # <class 'tuple'>
```

# TUPLE

- ▶ Operations:
  - ▶ count
  - ▶ index

# SET

- ▶ Immutable
- ▶ Unordered sequence of unique elements

```
numbers = {1, 2, 3, 4, 4} # Homogeneous
hetero = {1, 'C#', True, 2, 2} # Heterogeneous
print(type(numbers)) # <class 'set'>
print(numbers) # {1, 2, 3, 4}
print(hetero) # {1, 'C#', 2}
```



# SET

- ▶ Operations:
  - ▶ add
  - ▶ clear
  - ▶ copy
  - ▶ difference
  - ▶ difference\_update
  - ▶ discard
  - ▶ intersection
  - ▶ intersection\_update
  - ▶ isdisjoint
  - ▶ issubset
  - ▶ issuperset
  - ▶ pop
  - ▶ remove
  - ▶ symmetric\_difference
  - ▶ symmetric\_difference\_update
  - ▶ union
  - ▶ update

# DICTIONARY

- ▶ Mutable
- ▶ Unordered sequence of key/value pairs

```
ig_user_1 = {'username': 'john.doe', 'active': False, 'followers': 150}  
ig_user_2 = {'username': 'jane.doe', 'active': True, 'followers': 500}  
print(type(ig_user_1)) # <class 'dict'>  
print(ig_user_1('username')) # john.doe  
print(ig_user_2('followers')) # 500
```

# DICTIONARY

- ▶ Operations:
  - ▶ clear
  - ▶ copy
  - ▶ fromkeys
  - ▶ get
  - ▶ items
  - ▶ keys
  - ▶ pop
  - ▶ popitem
  - ▶ setdefault
  - ▶ update
  - ▶ values

# SLICING

## ► Positive sequence slicing

```
numbers = (1, 2, 3, 4, 5, 6, 7, 8, 9, 10)
start_slice_numbers = numbers(2:)
end_slice_numbers = numbers(2:6)
step_slice_numbers = numbers(2::2)
print(start_slice_numbers) # (3, 4, 5, 6, 7, 8, 9, 10)
print(end_slice_numbers) # (3, 4, 5, 6)
print(step_slice_numbers) # (3, 5, 7, 9)
```

0	1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9	10

# SLICING

## ► Negative sequence slicing

```
numbers = (1, 2, 3, 4, 5, 6, 7, 8, 9, 10)
neg_start_slice_numbers = numbers(-2:)
neg_end_slice_numbers = numbers(2:-6)
neg_step_slice_numbers = numbers(2:: -2)
print(neg_start_slice_numbers) # (9, 10)
print(neg_end_slice_numbers) # (3, 4)
print(neg_step_slice_numbers) # (3, 1)
```

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1
1	2	3	4	5	6	7	8	9	10

# SLICING

## ► Computation/running time

```
from timeit import timeit

def for_loop_sentence(sentence):
    reverse_sentence = ''
    for s in sentence:
        reverse_sentence = s + reverse_sentence
    return reverse_sentence

def recursion_sentence(sentence):
    if len(sentence) == 0:
        return sentence
    else:
        return recursion_sentence(sentence[1:]) + sentence[0]

def slice_sentence(sentence):
    return sentence[::-1]

print(timeit('for_loop_sentence("Peter_Piper_picked_a_peck_of_pickled_peppers")',
    setup='from __main__ import for_loop_sentence', number=1_000_000)) # 4.176007382999842
print(timeit('recursion_sentence("Peter_Piper_picked_a_peck_of_pickled_peppers")',
    setup='from __main__ import recursion_sentence', number=1_000_000)) # 19.085508474000108
print(timeit('slice_sentence("Peter_Piper_picked_a_peck_of_pickled_peppers")',
    setup='from __main__ import slice_sentence', number=1_000_000)) # 0.31656659000009313
```

# LINKED LIST

- ▶ Elements are stored at non-contiguous memory locations
- ▶ Each node contains data & a reference to the next node
- ▶ Efficient insertion & deletion of elements
- ▶ Arrays have better cache locality



# LINKED LIST

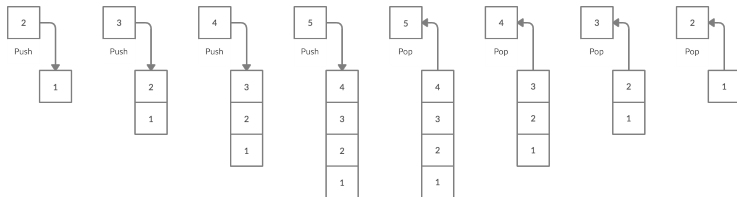
- ▶ Implementations:
  - ▶ Singly
  - ▶ Doubly
  - ▶ Multiply
  - ▶ Circular
- ▶ Time complexity

Algorithm	Average	Worst Case
Access	$O(n)$	$O(n)$
Search	$O(n)$	$O(n)$
Insert	$O(1)$	$O(1)$
Delete	$O(1)$	$O(1)$



# STACK

- ▶ LIFO (last in, first out)
- ▶ Operations:
  - ▶ is\_empty
  - ▶ is\_full
  - ▶ push
  - ▶ pop
  - ▶ peek



# STACK

- ▶ Implementations:
  - ▶ Array
  - ▶ Linked list (singly)
- ▶ Time complexity

Algorithm	Average	Worst Case
Access	$O(n)$	$O(n)$
Search	$O(n)$	$O(n)$
Insert	$O(1)$	$O(1)$
Delete	$O(1)$	$O(1)$

# STACK

```
class Stack:
    def __init__(self):
        self.stack = ()

    def is_empty(self):
        pass

    def push(self, item):
        pass

    def pop(self):
        pass

    def peek(self):
        pass

def main():
    stack = Stack()

if __name__ == '__main__':
    main()
```

# STACK

## ► Balanced parentheses problem

```
def balanced_parentheses(string):
    stack = ()
    opening_parentheses = ('(', '(', '{')
    closing_parentheses = (')', ')', '}')

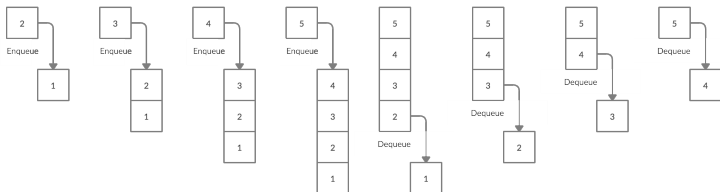
    for s in string:
        if s in opening_parentheses:
            stack.append(s)
        elif s in closing_parentheses:
            idx = closing_parentheses.index(s)
            if len(stack) > 0 and opening_parentheses[idx] == stack[len(stack) - 1]:
                stack.pop()
            else:
                return False
    if len(stack) == 0:
        return True

def main():
    print(balanced_parentheses('({({}{}))(){}'))
    print(balanced_parentheses('({({}{}))({}'))

if __name__ == '__main__':
    main() # True
          # False
```

# QUEUE

- ▶ FIFO (first in, first out)
- ▶ Operations:
  - ▶ is\_empty
  - ▶ is\_full
  - ▶ enqueue
  - ▶ dequeue
  - ▶ size



# QUEUE

- ▶ Implementations:
  - ▶ Double-ended queue (deque)
  - ▶ Linked list (singly & doubly)
- ▶ Time complexity

Algorithm	Average	Worst Case
Access	$O(n)$	$O(n)$
Search	$O(n)$	$O(n)$
Insert	$O(1)$	$O(1)$
Delete	$O(1)$	$O(1)$

# QUEUE

```
class Queue:
    def __init__(self):
        self.queue = ()

    def is_empty(self):
        pass

    def enqueue(self, item):
        pass

    def dequeue(self):
        pass

    def size(self):
        pass

def main():
    queue = Queue()

if __name__ == '__main__':
    main()
```

# QUEUE

## ► Balanced parentheses problem

```
def balanced_parentheses(string):
    queue = ()
    opening_parentheses = tuple('{{{ '})
    closing_parentheses = tuple('}}}')
    map_parentheses = dict(zip(opening_parentheses, closing_parentheses))

    for s in string:
        if s in opening_parentheses:
            queue.append(map_parentheses(s))
        elif s in closing_parentheses:
            if not queue or s != queue.pop():
                return False
    return True

def main():
    print(balanced_parentheses('({({{ }}))({ })'))
    print(balanced_parentheses('({({{ }}))({ })'))

if __name__ == '__main__':
    main() # True
          # False
```



# COMPREHENSIONS

- ▶ Creates a sequence based on existing collections
- ▶ Follows the form of the mathematical set-builder notation
- ▶ Types of comprehensions:
  - ▶ List
  - ▶ Set
  - ▶ Dictionary

# SET-BUILDER NOTATION

- ▶ Consider the following set-builder notation:

$$S = \{2 \cdot x \mid x \in \mathbb{N}, x^2 > 3\}$$

- ▶ Output expression -  $2 \cdot x$
- ▶ Variable -  $x$
- ▶ Input set -  $\mathbb{N}$
- ▶ Predicate -  $x^2 > 3$

# LIST COMPREHENSION

- Consider the following code:

```
string = '123_Hi_456'  
numbers = []  
for s in string:  
    if s.isdigit():  
        numbers.append(int(s))  
print(numbers)  # (1, 2, 3, 4, 5, 6)
```

# LIST COMPREHENSION

## ► Solution:

```
string = '123_Hi_456'  
numbers = (int(s) for s in string if s.isdigit())  
print(numbers) # (1, 2, 3, 4, 5, 6)
```

# SET COMPREHENSION

- Consider the following code:

```
class Cat:
    def __init__(self, breed, is_active):
        self.breed = breed
        self.is_active = is_active

def main():
    cats = (
        Cat('Persian', True),
        Cat('Persian', True),
        Cat('Maine_Coon', False),
        Cat('Siamese', False),
        Cat('Turkish_Angora', True),
        Cat('Birman', False)
    )

if __name__ == '__main__':
    main()
```

# SET COMPREHENSION

## ► Solution:

```
class Cat:
    def __init__(self, breed, is_active):
        self.breed = breed
        self.is_active = is_active

def main():
    cats = (
        Cat('Birman', True),
        Cat('Birman', True),
        Cat('Maine_Coon', False),
        Cat('Persian', False),
        Cat('Ragdoll', False),
        Cat('Siamese', True)
    )
    active_cats = {c.breed for c in cats if c.is_active}
    print(active_cats)

if __name__ == '__main__':
    main() # {'Birman', 'Siamese'}
```

# DICTIONARY COMPREHENSION

- Consider the following code:

```
fruit_cost = {'apple': 0.89, 'banana': 0.75, 'orange': 0.60, 'pineapple': 3.50}
double_fruit_cost = {}
for (k, v) in fruit_cost.items():
    double_fruit_cost[k] = v * 2
print(double_fruit_cost) # {'apple': 1.78, 'banana': 1.5, 'orange': 1.2, 'pineapple': 7.0}
```

# DICTIONARY COMPREHENSION

## ► Solution:

```
fruit_cost = {'apple': 0.89, 'banana': 0.75, 'orange': 0.60, 'pineapple': 3.50}
double_fruit_cost = {k: v * 2 for (k, v) in fruit_cost.items()}
print(double_fruit_cost) # {'apple': 1.78, 'banana': 1.5, 'orange': 1.2, 'pineapple': 7.0}
```



# PRACTICAL

- ▶ Series of tasks covering today's lecture
- ▶ Worth 1% of your final mark for the Object-Oriented Systems Development course
- ▶ Deadline: Tuesday, 3 March at 5pm

# ASSESSMENT 1 & 2

- ▶ Two assessments worth 25% each - one individual & one group
- ▶ Worth 50% of your final mark for the Object-Oriented Systems Development course
- ▶ Submission via **Assignments** tab on Microsoft Teams & GitHub
- ▶ Deadline: various

# EXAMS

- ▶ Five individual exams worth 6% each
- ▶ Worth 30% of your final mark for the Object-Oriented Systems Development course
- ▶ Submission via **Assignments** tab on Microsoft Teams
- ▶ Deadline: various

# GITHUB REPOSITORIES

- ▶ A1: Design Patterns - <http://bit.ly/oosd-design-patterns>
- ▶ A2: MVT - <http://bit.ly/oosd-mvt>
- ▶ Practicals - <http://bit.ly/oosd-practicals>
- ▶ Click [here](#) to view the **GitHub Classroom Setup** video

# JUPYTER NOTEBOOK

- ▶ Open-source web application
- ▶ Create & share documents containing live code
- ▶ Click [here](#) to view the **Upload Jupyter Notebook** video

# PEP 8

- ▶ Style guide for Python code
- ▶ Code is read much more often than it is written
- ▶ Python's core philosophy:
  - ▶ Beautiful is better than ugly
  - ▶ Explicit is better than implicit
  - ▶ Simple is better than complex
  - ▶ Complex is better than complicated
  - ▶ Readability counts
- ▶ Click [here](#) to view the **PEP 8 Style Guide**

# LEARNER CAPABILITY FRAMEWORK

- ▶ LCF is based on national & international research
- ▶ **iamcapable** - web-based tool
  - ▶ Track the development of learner capabilities
  - ▶ Produce verified evidence of these capabilities
- ▶ Come see me for more information

## LECTURE 02: PYTHON 2 TOPICS

- ▶ Functional programming
- ▶ Context managers
- ▶ Other built-in functions
- ▶ Memory management



# FORMATIVE ASSESSMENT

- ▶ Formative assessment questions:
  - ▶ What do you want to get out of this course?
  - ▶ Briefly describe the operation of a stack & queue
- ▶ Deadline: Thursday, 20 February at 3pm
- ▶ Click [here](#) to fill out the formative assessment