

Think Python: Chapter 16-17

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pure

Functions that DO modify objects received as parameters are termed
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`modifiers`

The author of our textbook recommends writing _____ functions whenever it is reasonable, resorting to _____ only when one has a compelling reason.

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`pure, modifiers`

A(n) _____ programming style involves writing pure functions whenever possible and modifiers only if there is a compelling advantage.

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functional

A(n) _____ is a requirement that should always be true during a program's execution.

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`invariant`

Methods are defined inside a(n) _____ definition.

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`class`

```
class Airedale:
    def diet_results(dog):
        dog.weight *= .9
```

```
Charlotte = Airedale()
Charlotte.sex = "female"
Charlotte.age = 10.25
Charlotte.weight = 70
Charlotte.diet_results()
```

```
print("Charlotte's weight goal post-diet is",
Charlotte.weight)
```

Charlotte's weight goal post-diet is 63.0

```
class Airedale:
    def diet_results(dog):
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```
Charlotte = Airedale()
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What is diet_results?

Where is it located?

Which type of dot notation is used to call it?


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What is *diet_results*? A method

Where is it located? Inside the class definition

Which type of dot notation is used to call it?

Method syntax, the more common

```
class Airedale:
    def diet_results(self):
        self.weight *= .9
```

```
Charlotte = Airedale()
Charlotte.sex = "female"
Charlotte.age = 10.25
Charlotte.weight = 70
Charlotte.diet_results()
```

What's different here?

```
class Airedale:
    def diet_results(self):
        self.weight *= .9
```

```
Charlotte = Airedale()
Charlotte.sex = "female"
Charlotte.age = 10.25
Charlotte.weight = 70
Charlotte.diet_results()
```

What's different here?

- First parameter is named with convention of "self"
- Referring to attributes within the method requires the dot notation to use self, i.e., *self.weight*, instead of *dog.weight* as in the last example