

G

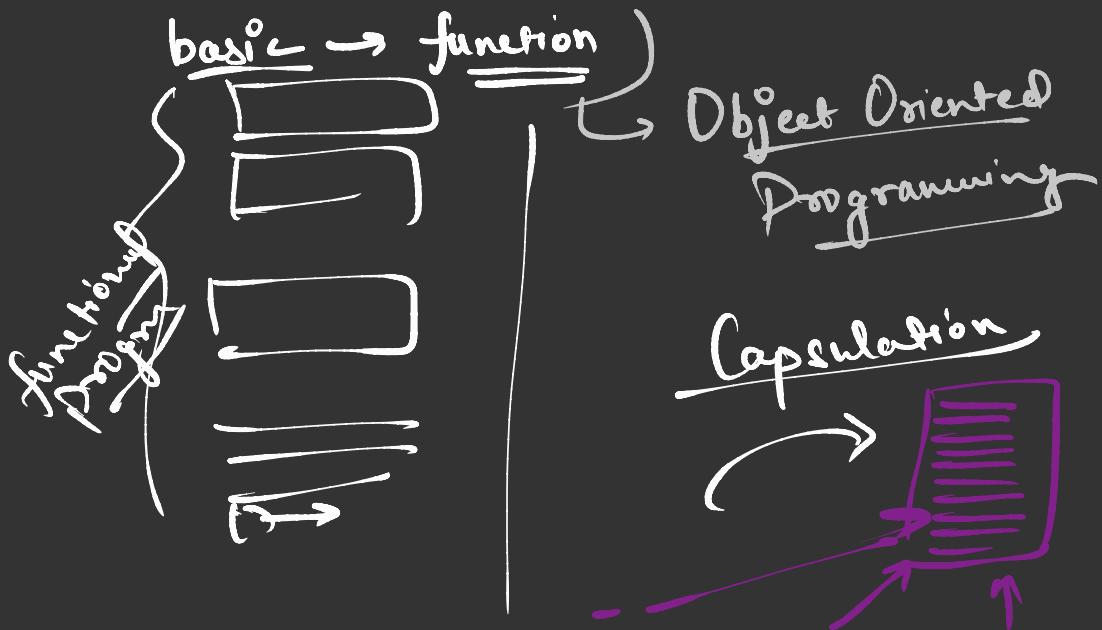
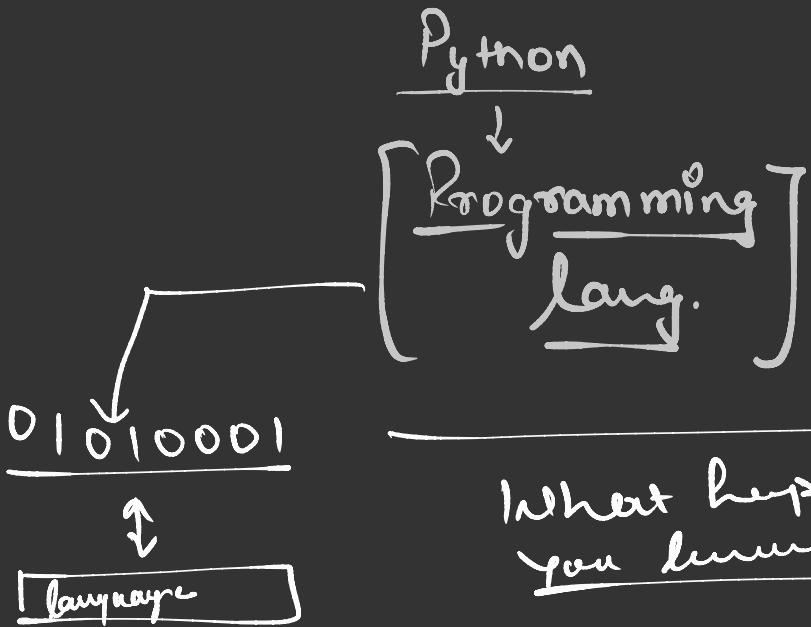


D



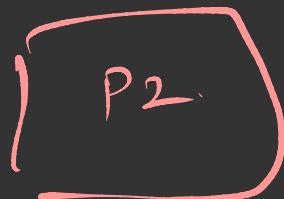
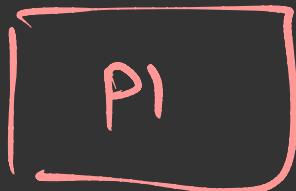
D

OOPs





Python



Python

Encapsulation

↳ pillar of OOPS

OOPS



① Encapsulation

`l = list()`

`l.append()`

`l.pop()`

`l.remove()`

`l[-1]`

② Abstraction

③ Inheritance

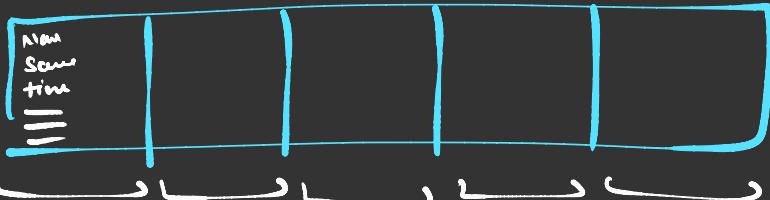
④ Polymorphism ✓

Leaderboard

Rank	Name	Score	Time
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

{ ↓
1 : Name : Score : Time
2 : — : — : —
3 : — : — : —

list

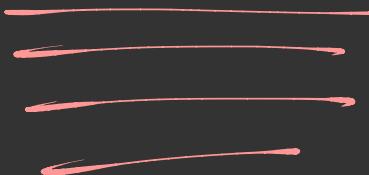


`l.sort()`

We want to build own DS.

.add(____)

.update(____)



object

Encapsulate



↳ []

list()

[1, 2, 3]

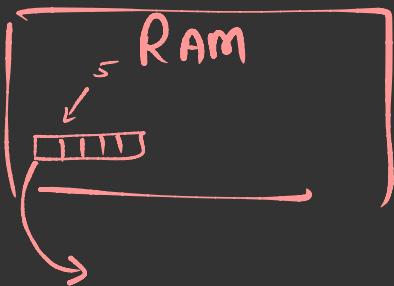
list(1, 2, 3)

Simplified
version
of

Real

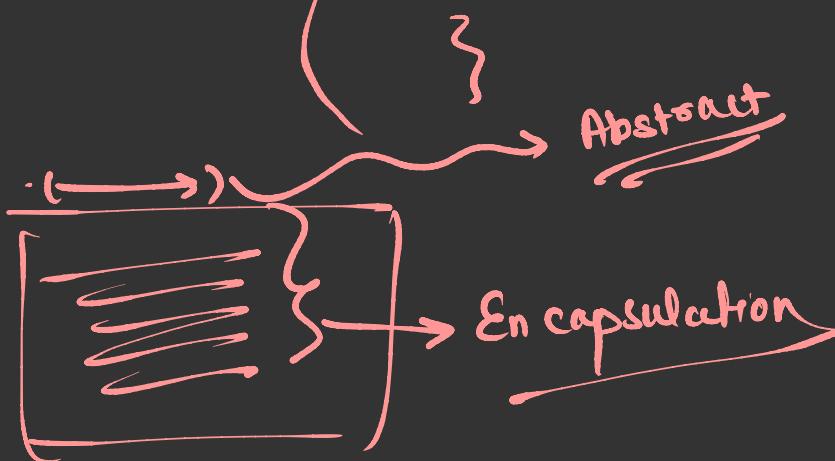
Coding

✓ l.index(-)



$\{ \text{int} * \text{li} = \text{new int[5]};$
 $\text{li}[0] = 1;$
 $\text{li}[1] =$
 ↗ Hardware

$\{ \text{for int } i = 0; i < n; i++ \}$
 $\{ \text{if } [\text{arr}[i]] == \text{val} \}$
 $\{ \text{return } i; \}$
 $\}$
 $\} \text{ else} \{$
 $\{ \text{return } -1; \}$



$\text{sum}(5, 2) \quad \# 7$

$\text{sum}(10, 20) \quad \# 30$

$\text{sum}(100, 50) \quad \# 150$

$\text{sum}(100, 50, 50) \quad \# 200$

$\text{sum}(1, 1, 1, \dots, 1) \quad \# 10$

functions

1, 2, 3

def sum(a, b){ }

return a+b

{

def sum(a, b, c){ }

return a+b+c

}

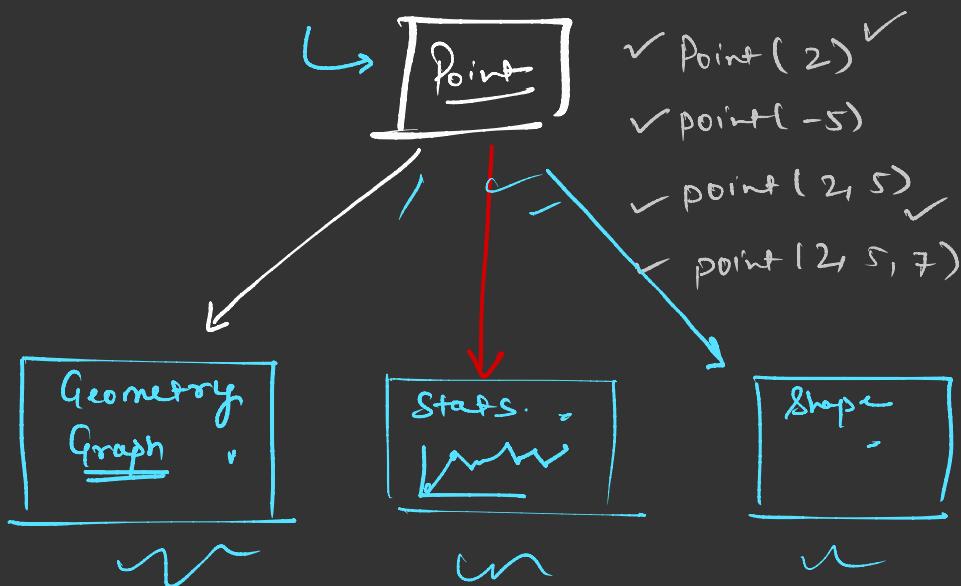
$$2 + 3 = 5$$

function overloading

Polymorphism

$$\underline{\{1, 2, 3\}} + \underline{\{4, 5\}} = [1, 2, 3, 4, 5]$$

"Add" + "waita" = Addwaita



① Data Member : variables inside a class / object.

② function → methods.

def prime()

list class.

my function

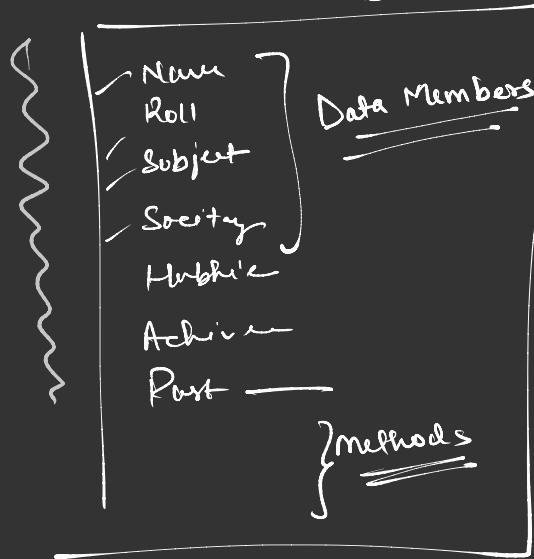
l.append(prime(5))

function

method

Class → Generic

B.Sc 1st Year.



Constructor

↳ initializer }

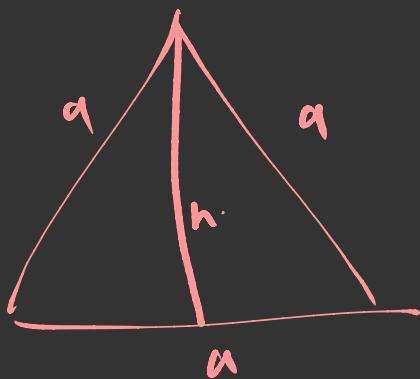
Object Creation in time par.

= PI . distance (P3)

l.append(s)

P1. distance (P2)
 (x_1, y_1) (x_2, y_2)

$$\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$



retu pr
Area

$$\left\{ \frac{2 * \text{self.area}}{\text{self.a}} \right\}$$

$$\frac{1}{2} \times a \times h = \text{area}$$

$$n = \frac{2 \cdot \text{area}}{a}$$