

# Implementing Objects

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# Announcements

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# Implementing an Object System

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## **Today's topics:**

- What is a class?
- What is an instance?
- How do we create inheritance relationships?
- How do we write code for attribute look-up procedures?

## **Tools we'll use:**

- Dispatch dictionaries
- Higher-order functions

# The OOP Abstraction Barrier (a.k.a. the Line)

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Above the Line:

- Objects have **local state** & interact via **message passing**
- Objects are **instantiated** by classes, which are also objects
- Classes may **inherit** from other classes to share behavior
- Mechanics of objects are governed by "**evaluation procedures**"

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## THE LINE

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Below the Line:

- Each object has a **mutable dictionary** of attributes
- **Attribute look-up for instances** is a function
- **Attribute look-up for classes** is another function
- Object **instantiation** is another function

# Implementing the Object Abstraction

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## **Fundamental OOP concepts:**

- Object instantiation and initialization
- Attribute look-up and assignment
- Method invocation
- Inheritance

## **Not-so-fundamental issues (that we'll skip):**

- Dot expression syntax
- Multiple inheritance
- Introspection (e.g., what class does this object have?)

# Instances

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Dispatch dictionary with messages 'get' and 'set'

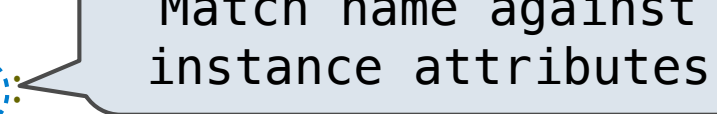
Attributes stored in a local dictionary called *attributes*

```
def make_instance(cls):  
    """Return a new object instance."""
```



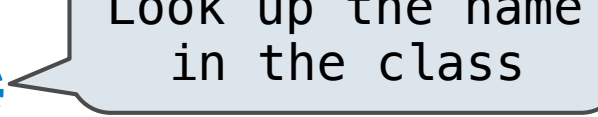
The class of the instance

```
def get_value(name):  
    if name in attributes:  
        return attributes[name]
```



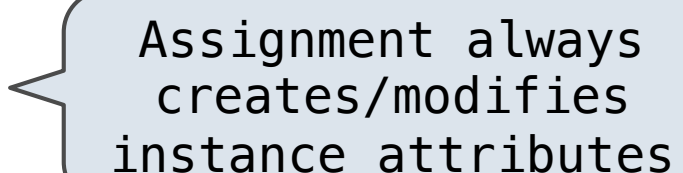
Match name against instance attributes

```
    else:  
        value = cls['get'](name)  
        return bind_method(value, instance)
```



Look up the name in the class

```
def set_value(name, value):  
    attributes[name] = value
```



Assignment always creates/modifies instance attributes

```
attributes = {}  
instance = {'get': get_value, 'set': set_value}  
return instance
```

# Bound Methods

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If looking up a name returns a class attribute value that is a function, `getattr` returns a bound method

```
def make_instance(cls):
    def get_value(name):
        if name in attributes:
            return attributes[name]
        else:
            value = cls['get'](name)
            return bind_method(value, instance)
    ...
```

(Demo)

# Classes

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Dispatch dictionaries with messages 'get', 'set', and 'new'

```
def make_class(attributes, base_class=None):  
    """Return a new class."""
```

The class attribute  
look-up procedure

```
def get_value(name):  
    if name in attributes:  
        return attributes[name]  
    elif base_class is not None:  
        return base_class['get'](name)
```

```
def set_value(name, value):  
    attributes[name] = value
```

Common dispatch  
dictionary pattern

```
def new(*args):  
    return init_instance(cls, *args)
```

```
cls = {'get': get_value, 'set': set_value, 'new': new}  
return cls
```

(Demo)




# Instantiation and Initialization

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First makes a new instance, then invokes the `__init__` method

```
def make_class(attributes={}, base_class=None):  
    ...  
    def new(*args):  
        return init_instance(cls, args)  
    ...
```

```
def init_instance(cls, args):  
    """Return a new instance of cls, initialized with args."""  
    instance = make_instance(cls)  
    init = cls['get']('__init__')  
    if init is not None:  
        init(instance, *args)  
    return instance
```



Dispatch dictionary



The constructor name is fixed here

## Example: Defining an Account Class

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```
def make_account_class():          (Demo)

    interest = 0.02

    def __init__(self, account_holder):
        self['set']('holder', account_holder)
        self['set']('balance', 0)

    def deposit(self, amount):
        new_balance = self['get']('balance') + amount
        self['set']('balance', new_balance)
        return self['get']('balance')

    def withdraw(self, amount):
        balance = self['get']('balance')
        if amount > balance:
            return 'Insufficient funds'
        self['set']('balance', balance - amount)
        return self['get']('balance')

    return make_class(locals())

Account = make_account_class()
```

## Example: Using the Account Class

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The Account class is instantiated and stored, then messaged

```
>>> Account = make_account_class()
>>> jim_acct = Account['new']('Jim')
>>> jim_acct['get']('holder')
'Jim'
>>> jim_acct['get']('interest')
0.02
>>> jim_acct['get']('deposit')(20)
20
>>> jim_acct['get']('withdraw')(5)
15
```

How can we also use getattr and setattr style syntax?

# Class and Instance Attributes

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Instance attributes and class attributes can share names

```
>>> Account = make_account_class()
>>> jim_acct = Account['new']('Jim')
>>> jim_acct['set']('interest', 0.08)
>>> Account['get']('interest')
0.02
```

(Demo)

## Example: Using Inheritance

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CheckingAccount is a special case of Account

```
def make_checking_account_class():  
    interest = 0.01  
    withdraw_fee = 1  
  
    def withdraw(self, amount):  
        fee = self['get']('withdraw_fee')  
        return Account['get']('withdraw')(self, amount + fee)  
  
    return make_class(locals(), Account)  
CheckingAccount = make_checking_account_class()
```

(Demo)

## Relationship to the Python Object System

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Object attributes are stored as dictionaries

Some "magic" names, `__<name>__`, require special handling

An object has an "attribute" called `__dict__` that is a dictionary of its user-defined instance attributes

(Demo)

In Python, classes have classes too

The equivalent of `init_instance` can be customized (metaclass)