Lecture 10 - Object-Oriented Programming (OOP)

March 18, 2021

1 Lecture 10: Object-Oriented Programming (OOP)

OOP is a way of thinking about algorithms, and a way of structuring and organizing your code.

You define *objects*, and you give those objects *variable* and *functions*, which you then use as needed.

You already do this without knowing it! For example `lists` are objects. They have a variable which stores the things in the list. They have functions like `append` and `pop` that you use.

Here's a simple example of a class:

```
[1]: class Pet:

         def __init__(self, animal_name, animal_species, animal_age):
             self.name = animal_name
             self.species = animal_species
             self.age = animal_age
```

```
[2]: hermes = Pet("Hermes", "cat", 11)
```

```
[3]: hermes.name
```

```
[3]: 'Hermes'
```

```
[4]: hermes.species
```

```
[4]: 'cat'
```

```
[5]: hermes.age
```

```
[5]: 11
```

```
[6]: type(hermes)
```

```
[6]: __main__.Pet
```

```
[7]: print(hermes)
```

```
<__main__.Pet object at 0x10eead700>
```

Every class need a `__init__` function (that is two underscores on each side). This function is called automatically when you create a new *instance* of an object. (`hermes` is an *instance* of the class `Pet`.)

The first parameter to `__init__` in its definition always has to be `self`, which is how an object refers to itself. But when you're creating an instance later, you don't pass in a value for `self` – it's automatically added.

In our `Pet` class, we take the three inputs, `name`, `species`, and `age`, and we assign those to *class variables* `self.name`, `self.species`, and `self.age` so they are remembered by the object.

Now let's define some functions in the `Pet` class.

```python
class Pet:

    def __init__(self, name, species, age, noise):
        self.name = name
        self.species = species
        self.age = age
        self.noise = noise

    def speak(self):
        string = ""
        string += self.name
        string += " says "
        string += self.noise
        string += "."
        print(string)

    def print_info(self):
        string = f"{self.name} is a {self.species} whose age is {self.age}."
        print(string)

    def age_in_human_years(self):

        # "species" would be a variable that is local to this function
        # "self.species" refers to the "species" variable stored by the
        #   whole object
        if self.species == "cat":
            return 7 * self.age
        elif self.species == "dog":
            return 11 * self.age
        elif self.species == "turtle":
            return 4 * self.age
        else:
            return None
```

```
[15]: hermes = Pet("Hermes", "cat", 11, "meow")
```

```
[13]: hermes.speak()
```

Hermes says meow.

```
[16]: hermes.print_info()
```

Hermes is a cat whose age is 11.

```
[16]: hermes.age_in_human_years()
```

```
---------------------------------------------------------------------------
NameError                                 Traceback (most recent call last)
<ipython-input-16-bfb47312ac01> in <module>
----> 1 hermes.age_in_human_years()

<ipython-input-14-c22a07548865> in age_in_human_years(self)
     24         # "self.species" refers to the "species" variable stored by the
     25         #   whole object
---> 26         if species == "cat":
     27             return 7 * self.age
     28         elif species == "dog":

NameError: name 'species' is not defined
```

```
[19]: print(hermes)
```

<__main__.Pet object at 0x112159820>

It would be better, especially for debugging, if we could print the object and have it show us useful information.

This is where the Python magic comes in. In addition to defining class functions we want to be able to call, we can also define some "dunder methods" that automatically change some behavior of the objects.

They called "dunder methods" because their names start and end with double underscores.

The first one we'll see is __str__. Whenever you try to print an object or get it's string representation, it secretly calls obj.__str__() in the background.

```
[22]: class Pet:

          def __init__(self, name, species, age, noise):
              self.name = name
              self.species = species
              self.age = age
              self.noise = noise
```

```python
    def speak(self):
        string = ""
        string += self.name
        string += " says "
        string += self.noise
        string += "."
        print(string)

    def print_info(self):
        string = f"{self.name} is a {self.species} whose age is {self.age}."
        print(string)

    def age_in_human_years(self):

        # "species" would be a variable that is local to this function
        # "self.species" refers to the "species" variable stored by the
        #    whole object
        if self.species == "cat":
            return 7 * self.age
        elif species == "dog":
            return 11 * self.age
        elif species == "turtle":
            return 4 * self.age
        else:
            return None

    def __str__(self):
        return f"{self.name} / {self.species} / {self.age}"
```

[24]:
```python
hermes = Pet("Hermes", "cat", 11, "meow")
```

[26]:
```python
print(hermes)
```

```
Hermes / cat / 11
```

[27]:
```python
str(hermes)
```

[27]: `'Hermes / cat / 11'`

A closely related dunder method is `__repr__`, which tells Python how to show the object when you just use it's name (without `print`)

[44]:
```python
class Pet:

    def __init__(self, name, species, age, noise):
        self.name = name
        self.species = species
        self.age = age
```

4

```python
            self.noise = noise

    def speak(self):
        string = ""
        string += self.name
        string += " says "
        string += self.noise
        string += "."
        print(string)

    def print_info(self):
        string = f"{self.name} is a {self.species} whose age is {self.age}."
        print(string)

    def age_in_human_years(self):

        # "species" would be a variable that is local to this function
        # "self.species" refers to the "species" variable stored by the
        #    whole object
        if self.species == "cat":
            return 7 * self.age
        elif species == "dog":
            return 11 * self.age
        elif species == "turtle":
            return 4 * self.age
        else:
            return None

    def __str__(self):
        return f"{self.name} / {self.species} / {self.age}"

    def __repr__(self):
        return f"Pet('{self.name}', '{self.species}', {self.age}, '{self.
↪noise}')"
```

```python
[45]: hermes = Pet("Hermes", "cat", 11, "meow")
```

```python
[46]: print(hermes)
```

```
      Hermes / cat / 11
```

```python
[47]: hermes
```

```
[47]: Pet('Hermes', 'cat', 11, 'meow')
```

```python
 [ ]:
```

One very important thing to keep in mind is that, by default, two objects are equal (==) only if they are literally the same object at the same memory location.

```
[28]: hermes1 = Pet("Hermes", "cat", 11, "meow")
      hermes2 = Pet("Hermes", "cat", 11, "meow")
```

```
[29]: hermes1 == hermes2
```

[29]: False

```
[30]: hermes1 == hermes1
```

[30]: True

You can change this with the `__eq__` dunder method, which redefines when two objects are equal, but you should consider whether you **should**. If you are writing patient management software for a veterinary clinic, do you want to consider two animals to be the same animal if they have the same name / species / age? Probably not!

```
[49]: class Pet:

          def __init__(self, name, species, age, noise):
              self.name = name
              self.species = species
              self.age = age
              self.noise = noise

          def speak(self):
              string = ""
              string += self.name
              string += " says "
              string += self.noise
              string += "."
              print(string)

          def print_info(self):
              string = f"{self.name} is a {self.species} whose age is {self.age}."
              print(string)

          def age_in_human_years(self):

              # "species" would be a variable that is local to this function
              # "self.species" refers to the "species" variable stored by the
              #    whole object
              if self.species == "cat":
                  return 7 * self.age
              elif species == "dog":
                  return 11 * self.age
```

```python
        elif species == "turtle":
            return 4 * self.age
        else:
            return None


    def __str__(self):
        return f"{self.name} / {self.species} / {self.age}"



    def __repr__(self):
        return f"Pet('{self.name}', '{self.species}', {self.age}, '{self.
    ↪noise}')"


    def __eq__(self, other):
        """
        return True if [self] and [other] have identical names, species, and↵
    ↪ages
        """
        return self.name == other.name and self.species == other.species and↵
    ↪self.age == other.age
```

```python
[32]: hermes1 = Pet("Hermes", "cat", 11, "meow")
      hermes2 = Pet("Hermes", "cat", 11, "meow")
```

```python
[33]: hermes1 == hermes2
```

```
[33]: True
```

```python
[34]: hermes1 = Pet("Hermes", "cat", 11, "meow")
      hermes2 = Pet("Hermes", "cat", 11, "growl")
```

```python
[35]: hermes1 == hermes2
```

```
[35]: True
```

One last dunder method for now: if you want to be able to compare two objects with < and >, define __lt__.

```python
[55]: class Pet:

    def __init__(self, name, species, age, noise):
        self.name = name
        self.species = species
        self.age = age
        self.noise = noise

    def speak(self):
        string = ""
```

```python
        string += self.name
        string += " says "
        string += self.noise
        string += "."
        print(string)

    def print_info(self):
        string = f"{self.name} is a {self.species} whose age is {self.age}."
        print(string)

    def age_in_human_years(self):

        # "species" would be a variable that is local to this function
        # "self.species" refers to the "species" variable stored by the
        #    whole object
        if self.species == "cat":
            return 7 * self.age
        elif species == "dog":
            return 11 * self.age
        elif species == "turtle":
            return 4 * self.age
        else:
            return None

    def __str__(self):
        return f"{self.name} / {self.species} / {self.age}"

    def __repr__(self):
        return f"Pet('{self.name}', '{self.species}', {self.age}, '{self.
    →noise}')"

    def __eq__(self, other):
        """
        return True if [self] and [other] have identical names, species, and
    →ages
        """
        return self.name == other.name and self.species == other.species and
    →self.age == other.age

    def __lt__(self, other):
        """
        return True if the age of self is less than the age of other
        """
        return self.age < other.age
```

```python
[72]: animals = [
    Pet("Hermes", "cat", 11, "meow"),
```

```
        Pet("Leopold", "cat", 9, "growl"),
        Pet("Vaughn", "dog", 9, "woof"),
        Pet("Malcolm", "cat", 7, "wheeze")
    ]
```

[73]: `animals`

[73]:
```
[Pet('Hermes', 'cat', 11, 'meow'),
 Pet('Leopold', 'cat', 9, 'growl'),
 Pet('Vaughn', 'dog', 9, 'woof'),
 Pet('Malcolm', 'cat', 7, 'wheeze')]
```

[74]: `sorted(animals)`

[74]:
```
[Pet('Malcolm', 'cat', 7, 'wheeze'),
 Pet('Leopold', 'cat', 9, 'growl'),
 Pet('Vaughn', 'dog', 9, 'woof'),
 Pet('Hermes', 'cat', 11, 'meow')]
```

Let's do one more example from scratch.

[97]:
```python
class Rectangle:

    def __init__(self, height, width):
        self.height = height
        self.width = width

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

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

    def double_dimensions(self):
        return Rectangle(2 * self.height, 2 * self.width)

    def __eq__(self, other):
        return self.height == other.height and self.width == other.width

    def __lt__(self, other):
        return self.area() < other.area()

    def __str__(self):
        top = "o" + ("-" * self.width) + "o\n"
        side = "|" + (" " * self.width) + "|\n"
        return top + (side * self.height) + top
```

```python
    def __repr__(self):
        return f"Rectangle({self.height}, {self.width})"
```

```python
[98]: R = Rectangle(3,4)
```

```python
[99]: R
```

```
[99]: Rectangle(3, 4)
```

```python
[100]: print(R)
```

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```python
[101]: print(R.double_dimensions())
```

```
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```

```python
[102]: print(R.double_dimensions().double_dimensions())
```

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```

```
[103]: R.area()
```

```
[103]: 12
```

```
[104]: R.perimeter()
```

```
[104]: 14
```

```
[105]: import random
       random_rectangles = [Rectangle(random.randint(1,6), random.randint(1,6)) for i␣
        ↪in range(10)]
```

```
[106]: random_rectangles
```

```
[106]: [Rectangle(2, 1),
        Rectangle(3, 3),
        Rectangle(2, 3),
        Rectangle(3, 5),
        Rectangle(2, 5),
        Rectangle(5, 2),
        Rectangle(4, 6),
        Rectangle(4, 1),
        Rectangle(6, 4),
        Rectangle(1, 5)]
```

```
[107]: for R in random_rectangles:
           print(R)
```

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```python
[108]: for R in sorted(random_rectangles):
           print(R)
```

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```

[109]: `random_rectangles`

[109]: [Rectangle(2, 1),
         Rectangle(3, 3),
         Rectangle(2, 3),
         Rectangle(3, 5),
         Rectangle(2, 5),
         Rectangle(5, 2),
         Rectangle(4, 6),
         Rectangle(4, 1),
         Rectangle(6, 4),
         Rectangle(1, 5)]

[ ]:

[ ]: