

Object oriented programming

- classes, objects
- self
- construction
- encapsulation

Object Oriented Programming

- **Programming paradigm** (example of other paradigms are *functional programming* where the focus is on functions, lambda's and higher order functions, and *imperative programming* focusing on sequences of statements changing the state of the program)
- Supported by many programming languages, including Python
- Core concepts are **objects**, **methods** and **classes**, allowing one to construct *abstract data types*, i.e. *user defined types* where objects have states and one can construct methods to manipulate these objects, defining the interface of the object to the rest of the program

Object Oriented Programming - History

(selected programming languages)

Mid 1960's **Simular 67**

(Ole-Johan Dahl and Kristen Nygaard, Norsk Regnesentral Oslo)
Introduced classes, objects, virtual procedures

1970's **Smalltalk** (Alan Kay, Dan Ingalls, Adele Goldberg, Xerox PARC)

Object-oriented programming, fully dynamic system
(opposed to the static nature of Simula 67)

1985 **Eiffel** (Bertrand Meyer, Eiffel Software)

Focus on software quality, capturing the full software cycle

1985 **C++** (Bjarne Stroustrup [MSc Aarhus 1975], AT&T Bell Labs)

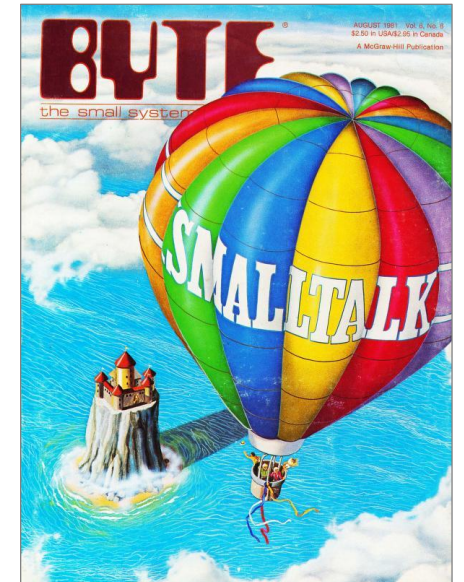
1995 **Java** (James Gosling, Sun)

2000 **C#** (Anders Hejlsberg (studied at DTU) et al., Microsoft)

1991 **Python** (Guido van Rossum)

Multi-paradigm programming language, fully dynamic system

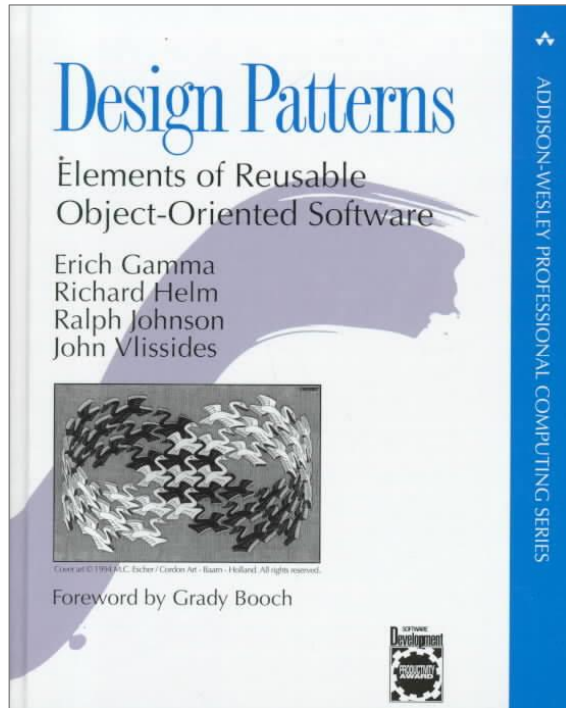
Note: Java, C++, Python, C# are among Top 5 on TIOBE January 2018 index of popular languages (only non OO language among Top 5 is C)



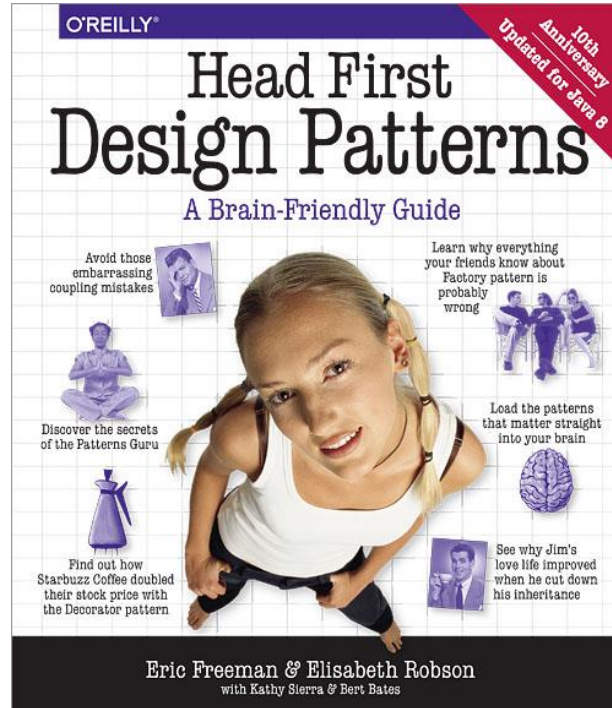
Byte Magazine,
August 1981

Design Patterns (not part of this course)

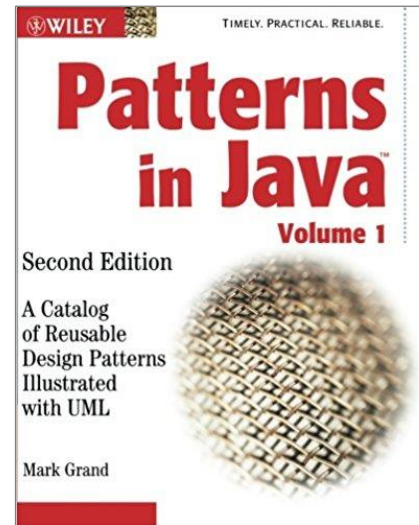
reoccurring patterns in software design



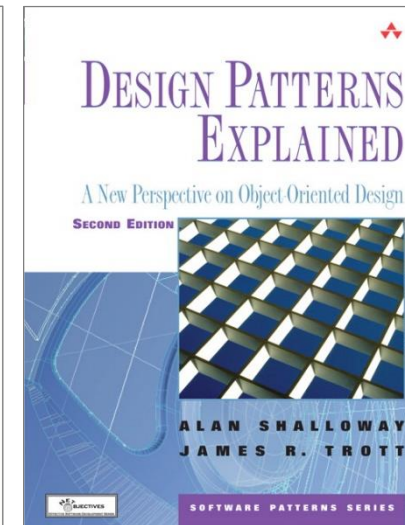
The Classic book 1994
(C++ cookbook)



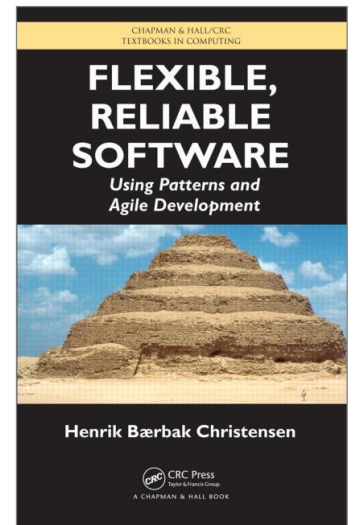
A very alternative book 2004
(Java, very visual)



Java cookbook 2003



Java textbook 2004



Java textbook 2010

...and many more books on the topic of Design Patterns, also with Python

Some known classes, objects, and methods

Type / class	Objects	Methods (examples)
int	0 -7 42 1234567	.__add__(x), .__eq__(x), .__str__()
str	"" 'abc' '12_a'	.isdigit(), .lower(), .__len__()
list	[] [1,2,3] ['a', 'b', 'c']	.append(x), .clear(), .__mul__(x)
dict	{'foo' : 42, 'bar' : 5}	.keys(), .get(), .__getitem__(x)
NoneType	None	.__str__()

Example:

The function `str(obj)` calls the methods `obj.__str__()` or `obj.__repr__()`, if `obj.__str__` does not exist.

Python shell

```
> 5 + 7 # + calls .__add__(7)
| 12
> (5).__add__(7) # eq. to 5 + 7
| 12
> (7).__eq__(7) # eq. to 7 == 7
| True
> 'aBCd'.lower()
| 'abcd'
> 'abcde'.__len__()
# .__len__() called by len(...)
| 5
> ['x', 'y'].__mul__(2)
| ['x', 'y', 'x', 'y']
> {'foo' : 42}.__getitem__('foo')
# eq. to {'foo' : 42}['foo']
| 42
> None.__str__() # used by str(...)
| 'None'
```

Classes and Objects

class
(type)

```
class Student
set_name(name)
set_id(student_id)
get_name()
get_id()
```

class
methods

objects
(instances)

```
student_DD
name = 'Donald Duck'
id = '107'
```

data
attributes

```
student_MM
name = 'Mickey Mouse'
id = '243'
```

```
student_SM
name = 'Scrooge McDuck'
id = '777'
```

creating **instances**
of class Student
using **constructor**
Student()

Using the Student class

student.py

```
student_DD = Student()
student_MM = Student()
student_SM = Student()

student_DD.set_name('Donald Duck')
student_DD.set_id('107')

student_MM.set_name('Mickey Mouse')
student_MM.set_id('243')

student_SM.set_name('Scrooge McDuck')
student_SM.set_id('777')

students = [student_DD, student_MM, student_SM]

for student in students:
    print(student.get_name(),
          "has student id",
          student.get_id())
```

Python shell

```
| Donald Duck has id 107
| Mickey Mouse has id 243
| Scrooge McDuck has id 777
```

Call **constructor** for class Student. Each call returns a new Student object.

Call class methods to set data attributes

Call class methods to read data attributes

class Student

class definitions start with the keyword

class

often called **mutator methods**, since they change the state of an object

often called **accessor methods**, since they only read the state of an object

class method definitions start with keyword **def** (like normal function definitions)

```
student.py
class Student:
    def set_name(self, name):
        self.name = name

    def set_id(self, student_id):
        self.id = student_id

    def get_name(self):
        return self.name

    def get_id(self):
        return self.id
```

name of class


the first argument to all class methods is a reference to the object call upon, and by convention the first argument should be named **self**.

use **self.** to access an attribute of an object or class method (attribute reference)

Note In other OO programming languages the explicit reference to **self** is not required (in Java and C++ **self** is the keyword **this**)

When are object attributes initialized ?

Python shell

```
> x = Student()
> x.set_name("Gladstone Gander")
> x.get_name()
| 'Gladstone Gander'
> x.get_id()
|  AttributeError: 'Student' object has no attribute 'id'
```

- Default behaviour of a class is that instances are created with no attributes defined, but has access to the attributes / methods of the class
- In the previous class `Student` both the `name` and `id` attributes were first created when set by `set_name` and `set_id`, respectively

Class construction and `__init__`

- When an object is created using `class_name()` its initializer method `__init__` is called.
- To initialize objects to contain default values, (re)define this function.

`student.py`

```
class Student:
    def __init__(self):
        self.name = None
        self.id = None

    ... previous method definitions ...
```

Question – What is printed ?


Python shell

```
> xclass C:
    def __init__(self):
        self.v = 0
    def f(self):
        self.v = self.v + 1
        return self.v

> x = C()
> print(x.f() + x.f())
```

a) 1

b) 2

 c) 3

d) 4

e) 5

f) Don't know

__init__ with arguments

- When creating objects using `class_name(args)` the initializer method is called as `__init__(args)`
- To initialize objects to contain default values, (re)define this function to do the appropriate initialization

student.py

```
class Student:
    def __init__(self, name=None, student_id=None):
        self.name = name
        self.id = student_id

... previous method definitions ...
```

Python shell

```
> p = Student("Pluto")
> print(p.get_name())
| Pluto
> print(p.get_id())
| None
```

Are accessor and mutator methods necessary ?

No - but good programming style

Python shell

```
> p = pair(3,5)
> p.sum()
| 8
> p.set_a(4)
> p.sum()
| 9
> p.a      # access object attribute
| 4
> p.b = 0  # update object attribute
> p.sum()
| 9      # the_sum not updated
```



pair.py

```
class pair:
    """ invariant: the_sum = a + b """
    def __init__(self, a, b):
        self.a = a
        self.b = b
        self.the_sum = self.a + self.b
    def set_a(self, a):
        self.a = a
        self.the_sum = self.a + self.b
    def set_b(self, a):
        self.a = a
        self.the_sum = self.a + self.b
    def sum(self):
        return self.the_sum
```

Defining order on instances of a class (sorting)

- To define an order on objects, define the “<” operator by defining `__lt__`
- When “<” is defined a list `L` of students can be sorted using `sorted(L)` and `L.sort()`

```
student.py
```

```
class Student:
    def __lt__(self, other):
        return self.id < other.id

    ... previous method definitions ...
```

```
Python shell
```

```
> student_DD < student_MM
| True
> [x.id for x in students]
| ['243', '107', '777']
> [x.id for x in sorted(students)]
| ['107', '243', '777']
```

Converting objects to `str`

- To be able to convert an object to a string using `str(object)`, define the method `__str__`
- `__str__` is e.g. used by `print`

`student.py`

```
class Student:
    def __str__(self):
        return ("Student['%s', '%s']"
               % (self.name, self.id))

... previous method definitions ...
```

Python shell

```
> print(student_DD) # without __str__
| <__main__.Student object at 0x03AB6B90>
> print(student_DD) # with __str__
| Student['Donald Duck', '107']
```


Nothing is private in Python

- Python does not support **hiding information** inside objects
- Recommendation is to start attributes with underscore, if these should be used only locally inside a class, i.e. be considered "private"
- **PEP8**: "Use one leading underscore only for non-public methods and instance variables"

```
private_attributes.py
```

```
class My_Class:
    def set_xy(self, a, b):
        self._x = a
        self._y = b

    def get_sum(self):
        return self._x + self._y

obj = My_Class()
obj.set_xy(3, 5)

print("Sum =", obj.get_sum())
print("_x =", obj._x)
```

```
Python shell
```

```
| Sum = 8
| _x = 3
```

C++ private, public

C++ vs Python

1. argument types
2. return types
3. void = NoneType
4. `private` / `public` access specifier
5. types of data attributes
6. data attributes must be defined in class
7. object creation
8. no `self` in class methods

`private_attributes.cpp`

```
#include <iostream>
using namespace std;

class My_Class {
private: ④
    ⑤int x, y; ⑥
public: ④
    ①
    ②③void set_xy(int a, int b) {
        x = a;
        y = b;
    };
    ②int get_sum() {
        return x + y;
    };
};

main() {
    ⑦My_Class obj;
    obj.set_xy(3, 5);
    cout << "Sum = " << obj.get_sum() << endl;
    cout << "x = " << obj.x << endl;
}
```



invalid reference


Java private, public

Java vs Python

1. argument types
2. return types
3. void = NoneType
4. `private` / `public` access specifier
5. types of data attributes
6. data attributes must be defined in class
7. object creation
8. no `self` in class methods

private_attributes.java

```
class My_Class {  
    ④ private ⑤ int x, y; ⑥  
    ④ public ②③ void set_xy(int a, int b) { ①  
        x = a; y = b;  
    }  
    ④ public ② int get_sum() { return x + y; };  
};  
  
class private_attributes {  
    public static void main(String args[]){  
        ⑦ My_Class obj = new My_Class();  
        obj.set_xy(3, 5);  
        System.out.println("Sum = " + obj.get_sum());  
        System.out.println("x = " + obj.x);  
    }  
}
```

invalid reference 

Name mangling (partial privacy)

- Python handles references to class attributes inside a class definition with *at least two leading underscores and at most one trailing underscore* in a special way: `__attribute` is textually replaced by `__classname__attribute`
- Note that [Guttag, p. 126] states “that attribute is not visible outside the class” – which only is partially correct (see example)

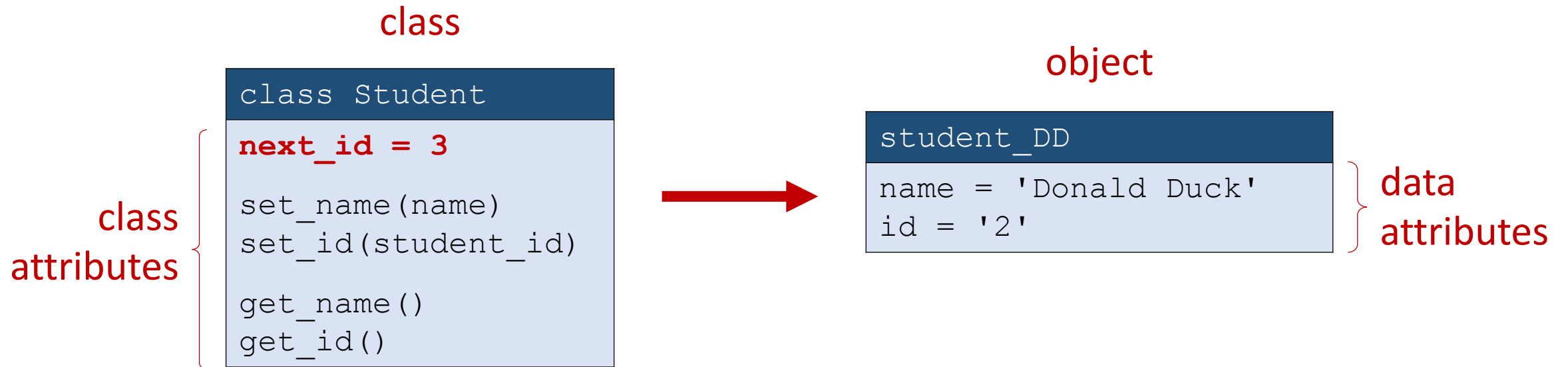
```
name_mangling.py
```

```
class MySecretBox:  
    def __init__(self, secret):  
        self.__secret = secret
```

```
Python shell
```

```
> x = MySecretBox(42)  
> print(x.__secret)  
| AttributeError: 'MySecretBox'  
  object has no attribute  
  '__secret'  
> print(x.__MySecretBox__secret)  
| 42
```

Class attributes



- *obj.attribute* first searches the objects attributes to find a match, if no match, continuous to search the attributes of the class
- Assignments to *obj.attribute* are always to the objects attribute (possibly creating the attribute)
- Class attributes can be accessed directly as *class.attribute*

Class data attribute

- `next_id` is a class attribute
- Accessed using `Student.next_id`
- The lookup ① can be replaced with `self.next_id`, since only the class has this attribute, looking up in the object will be propagated to a lookup in the class attributes
- In the update ② it is crucial that we update the class attribute, since otherwise the incremented value will be assigned as an object attribute
(What will the result be?)

```
student_auto_id.py
```

```
class Student:
    next_id = 1 # class variable
    def __init__(self, name):
        self.name = name
        self.id = str(Student.next_id)
        Student.next_id += 1
    def get_name(self):
        return self.name
    def get_id(self):
        return self.id

students = [Student('Scrooge McDuck'),
            Student('Donald Duck'),
            Student('Mickey Mouse')]

for student in students:
    print(student.get_name(),
          "has student id",
          student.get_id())
```

```
Python shell
```

```
| Scrooge McDuck has student id 1
| Donald Duck has student id 2
| Mickey Mouse has student id 3
```


Question – What does `obj.get()` return ?

Python shell

```
> class MyClass:
    x = 2

    def get(self):
        self.x = self.x + 1
        return MyClass.x + self.x

> obj = MyClass()
> print(obj.get())
| ?
```

- a) 4
-  b) 5
- c) 6
- d) UnboundLocalError
- e) Don't know

Java static

- In Java *class attributes*, i.e. attribute values shared by all instances, are labeled **static**
- Python allows both class and instance attributes with the same name – in Java at most one of them can exist

static_attributes.java

```
class My_Class {
    public static int x = 1;
    public void inc() { x += 1; };
}

class static_attributes {
    public static void main(String args[]){
        My_Class obj1 = new My_Class();
        My_Class obj2 = new My_Class();
        obj1.inc();
        obj2.inc();
        System.out.println(obj1.x);
        System.out.println(obj2.x);
    }
}
```

Java output

```
| 3
| 3
```

C++ static

- In C++ *class attributes*, i.e. attribute values shared by all instances, are labeled **static**
- ISO C++ forbids in-class initialization of non-const static member
- Python allows both class and instance attributes with the same name – in C++ at most one of them can exist

static_attributes.cpp

```
#include <iostream>
using namespace std;

class My_Class {
public:
    static int x; // "= 1" is not allowed
    void inc() { x += 1; };
};

int My_Class::x = 1; // class initialization

int main() {
    My_Class obj1;
    My_Class obj2;
    obj1.inc();
    obj2.inc();
    cout << obj1.x << endl;
    cout << obj2.x << endl;
}
```

C++ output

| 3

| 3

Constants

- A simple usage of class data attributes is to store a set of constants (but there is nothing preventing anyone to change these values)

```
Python shell
> class Color:
    RED    = "ff0000"
    GREEN  = "00ff00"
    BLUE   = "0000ff"
> Color.RED
| 'ff0000'
```

PEP8 Style Guide for Python Code (some quotes)

- Class names should normally use the **CapWords** convention.
- Always use **self** for the first argument to instance methods.
- Use one **leading underscore** only for **non-public methods** and **instance variables**.
- For **simple public data attributes**, it is best to expose just the attribute name, **without complicated accessor/mutator methods**.
- Always decide whether a class's methods and instance variables (collectively: "attributes") should be **public** or **non-public**. If in doubt, choose non-public; it's easier to make it public later than to make a public attribute non-public.

Some methods many class have

Method	Description
<code>__eq__(self, other)</code>	Used to test if two elements are equal Two elements where <code>__eq__</code> is true must have equal <code>__hash__</code>
<code>__str__(self)</code>	Used by <code>print</code>
<code>__repr__(self)</code>	Used e.g. for printing to shell (usually something that is a valid Python expression)
<code>__len__(self)</code>	Length (integer) of object, e.g. lists, strings, tuples, sets, dictionaries
<code>__doc__(self)</code>	The docstring of the class
<code>__hash__(self)</code>	Returns hash value (integer) of object Dictionary keys and set values must have a <code>__hash__</code> method
<code>__lt__(self, other)</code>	Comparison (less than, <code><</code>) used by <code>sorted</code> and <code>sort()</code>
<code>__init__(self, ...)</code>	Class initializer