

Python Objects

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http://en.wikipedia.org/wiki/Object-oriented_programming

Warning

- This lecture is very much about definitions and mechanics for objects
- This lecture is a lot more about “how it works” and less about “how you use it”
- You won’t get the entire picture until this is all looked at in the context of a real problem
- So please suspend disbelief and learn technique for the next 50 or so slides..

5.1. More on Lists

The list data type has some more methods. Here are all of the methods of list objects:

`list.append(x)`

Add an item to the end of the list; equivalent to `a[len(a):] = [x]`.

`list.extend(L)`

Extend the list by appending all the items in the given list; equivalent to `a[len(a):] = L`.

`list.insert(i, x)`

Insert an item at a given position. The first argument is the index of the element before which to insert, so `a.insert(0, x)` inserts at the front of the list, and `a.insert(len(a), x)` is equivalent to `a.append(x)`.

`list.remove(x)`

Remove the first item from the list whose value is `x`. It is an error if there is no such item.

`list.pop([i])`

Remove the item at the given position in the list, and return it. If no index is specified, `a.pop()` removes and returns the last item in the list. (The square brackets around the `i` in the method signature denote that the parameter is optional, not that you should type square brackets at that position. You will see this notation frequently in the Python Library Reference.)

`list.index(x)`

Return the index in the list of the first item whose value is `x`. It is an error if there is no such item.

`list.count(x)`

Return the number of times `x` appears in the list.

11.13. `sqlite3` — DB-API 2.0 interface for SQLite databases

New in version 2.5.

SQLite is a C library that provides a lightweight disk-based database that doesn't require a separate server process and allows accessing the database using a nonstandard variant of the SQL query language. Some applications can use SQLite for internal data storage. It's also possible to prototype an application using SQLite and then port the code to a larger database such as PostgreSQL or Oracle.

The `sqlite3` module was written by Gerhard Häring. It provides a SQL interface compliant with the DB-API 2.0 specification described by [PEP 249](#).

To use the module, you must first create a `Connection` object that represents the database. Here the data will be stored in the `example.db` file:

```
import sqlite3
conn = sqlite3.connect('example.db')
```

You can also supply the special name `:memory:` to create a database in RAM.

Once you have a `Connection`, you can create a `Cursor` object and call its `execute()` method to perform SQL commands:

```
c = conn.cursor()

# Create table
c.execute('''CREATE TABLE stocks
            (date text, trans text, symbol text, qty real, price real)''')

# Insert a row of data
c.execute("INSERT INTO stocks VALUES ('2006-01-05', 'BUY', 'RHAT', 100, 35.14)")

# Save (commit) the changes
conn.commit()

# We can also close the connection if we are done with it.
# Just be sure any changes have been committed or they will be lost.
conn.close()
```

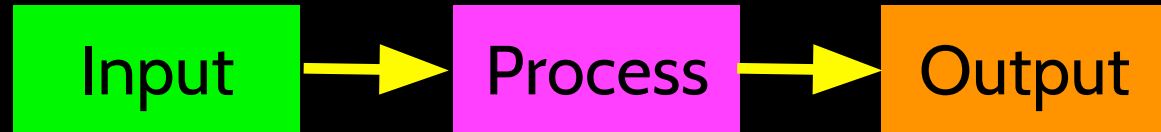
<https://docs.python.org/2/library/sqlite3.html>

Review of Programs

```
usf = input('Enter the US Floor Number: ')  
wf = usf - 1  
print 'Non-US Floor Number is',wf
```



```
python elev.py  
Enter the US Floor Number: 2  
Non-US Floor Number is 1
```



Object Oriented

- A program is made up of many cooperating objects
- Instead of being the “whole program” - each object is a little “island” within the program and cooperatively working with other objects.
- A program is made up of one or more objects working together - objects make use of each other’s capabilities

Object

- An Object is a bit of self-contained Code and Data
- A key aspect of the Object approach is to break the problem into smaller understandable parts (divide and conquer)
- Objects have boundaries that allow us to ignore unneeded detail
- We have been using objects all along: String Objects, Integer Objects, Dictionary Objects, List Objects...


```
movies = list()
movie1 = dict()
movie1['Director'] = 'James Cameron'
movie1['Title'] = 'Avatar'
movie1['Release Date'] = '18 December
2009'
movie1['Running Time'] = '162 minutes'
movie1['Rating'] = 'PG-13'
movies.append(movie1)
movie2 = dict()
movie2['Director'] = 'David Fincher'
movie2['Title'] = 'The Social Network'
movie2['Release Date'] = '01 October 2010'
movie2['Running Time'] = '120 min'
movie2['Rating'] = 'PG-13'
movies.append(movie2)
```

```
keys = ['Title', 'Director', 'Rating',  
        'Running Time']
```

```
print '-----'  
print movies  
print '-----'  
print keys
```

```
for item in movies:  
    print '-----'  
    for key in keys:  
        print key, ': ', item[key]
```

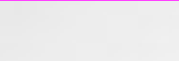
```
print '-----'
```

Input



Object

Dictionary



String

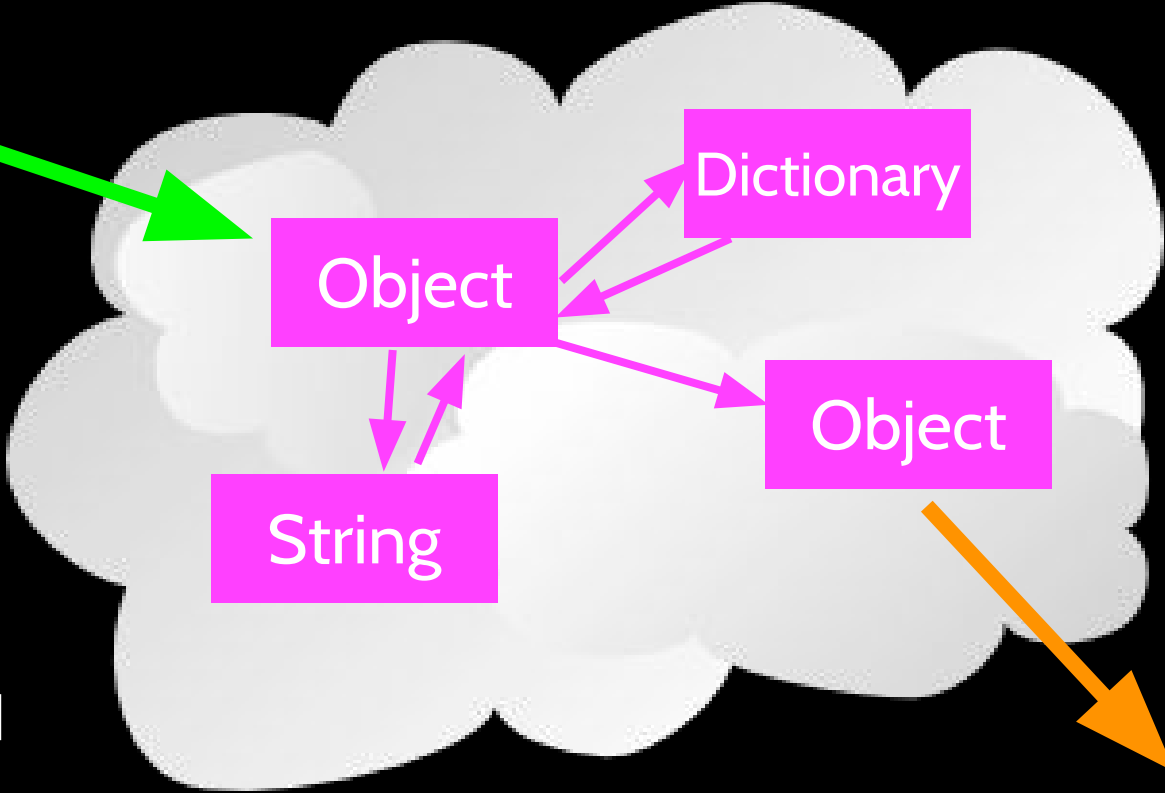


Object

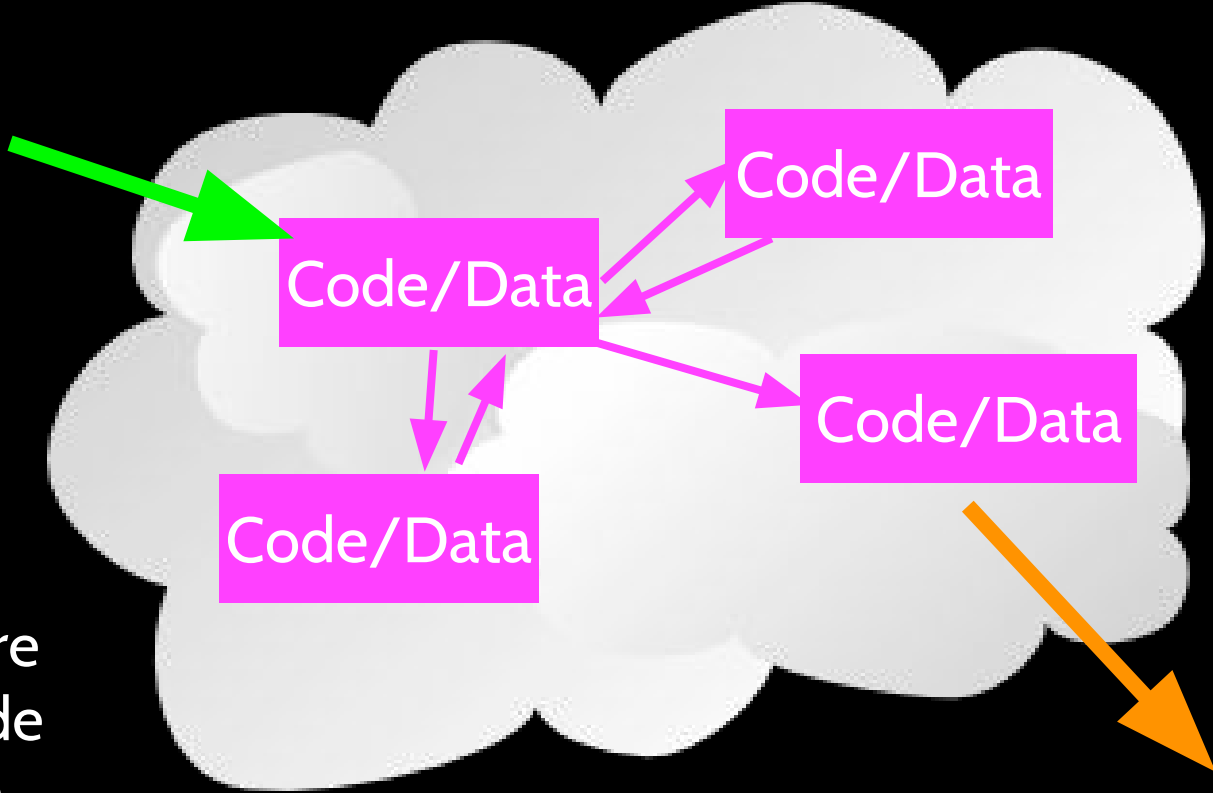


Output

Objects get created and used



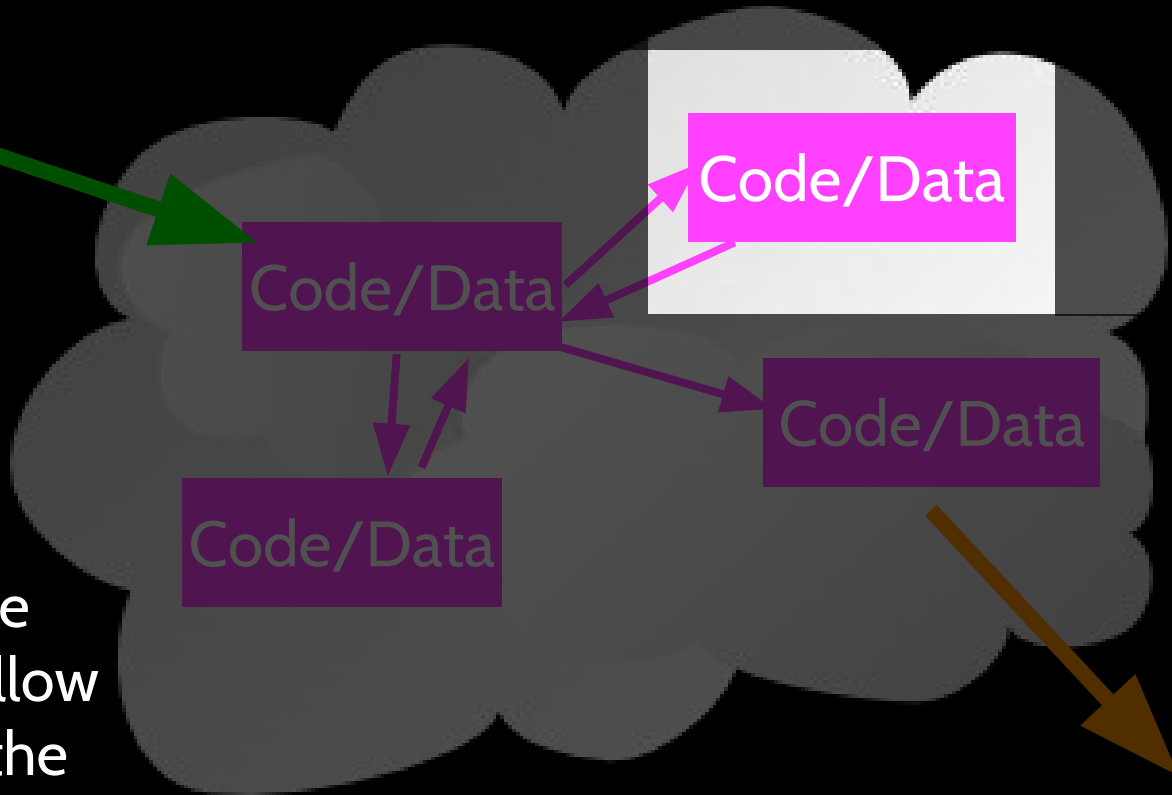
Input



Objects are bits of code and data

Output

Input



Code/Data

Code/Data

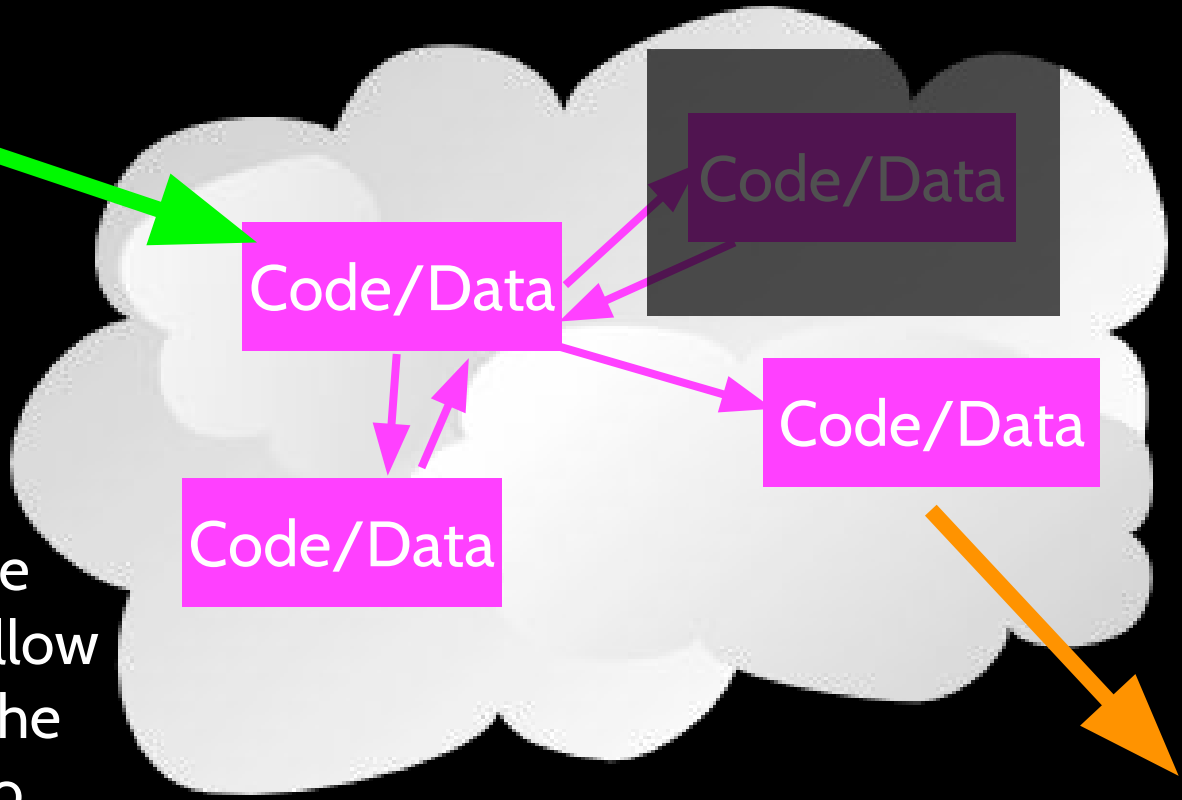
Code/Data

Code/Data

Output

Objects hide detail - they allow us to ignore the detail of the “rest of the program”.

Input



Code/Data

Code/Data

Code/Data

Code/Data

Output

Objects hide detail - they allow the “rest of the program” to ignore the detail about “us”.

Definitions



- **Class** - a template - Dog
- **Method or Message** - A defined capability of a class - bark()
- **Field or attribute**- A bit of data in a class - length
- **Object or Instance** - A particular instance of a class - Lassie

Terminology: Class



Defines the abstract characteristics of a thing (object), including the thing's characteristics (its attributes, **fields** or **properties**) and the thing's behaviors (the things it can do, or **methods**, operations or features). One might say that a **class** is a **blueprint** or factory that describes the nature of something. For example, the **class** Dog would consist of traits shared by all dogs, such as breed and fur color (characteristics), and the ability to bark and sit (behaviors).

http://en.wikipedia.org/wiki/Object-oriented_programming

Terminology: Class



A pattern (exemplar) of a **class**. The **class** of Dog defines all possible dogs by listing the characteristics and behaviors they can have; the object Lassie is one particular dog, with particular versions of the characteristics. A Dog has fur; Lassie has brown-and-white fur.

http://en.wikipedia.org/wiki/Object-oriented_programming

Terminology: Instance



One can have an **instance** of a class or a particular object. The **instance** is the actual object created at runtime. In programmer jargon, the Lassie object is an **instance** of the Dog class. The set of values of the attributes of a particular **object** is called its **state**. The **object** consists of state and the behavior that's defined in the object's class.

Object and Instance are often used interchangeably.

http://en.wikipedia.org/wiki/Object-oriented_programming

Terminology: Method



An object's abilities. In language, **methods** are verbs. Lassie, being a Dog, has the ability to bark. So bark() is one of Lassie's methods. She may have other **methods** as well, for example sit() or eat() or walk() or save_timmy(). Within the program, using a **method** usually affects only one particular object; all Dogs can bark, but you need only one particular dog to do the barking

Method and Message are often used interchangeably.

http://en.wikipedia.org/wiki/Object-oriented_programming

A Sample Class



class is a reserved word.

Each PartyAnimal object has a bit of code.

Tell the object to run the party() code.

```
class PartyAnimal:  
    x = 0  
  
    def party(self) :  
        self.x = self.x + 1  
        print "So far",self.x  
  
an = PartyAnimal()  
  
an.party()  
an.party()  
an.party()
```

This is the template for making PartyAnimal objects.

Each PartyAnimal object has a bit of data.

Create a PartyAnimal object.

PartyAnimal.party(an)

run party() *within* the object an

```
class PartyAnimal:
```

```
    x = 0
```

```
    def party(self):
```

```
        self.x = self.x + 1
```

```
        print "So far",self.x
```

```
an = PartyAnimal()
```

```
an.party()
```

```
an.party()
```

```
an.party()
```

```
$ python party1.py
```

an

x0

party()

```
class PartyAnimal:
```

```
    x = 0
```

```
    def party(self):
```

```
        self.x = self.x + 1
```

```
        print "So far",self.x
```

```
an = PartyAnimal()
```

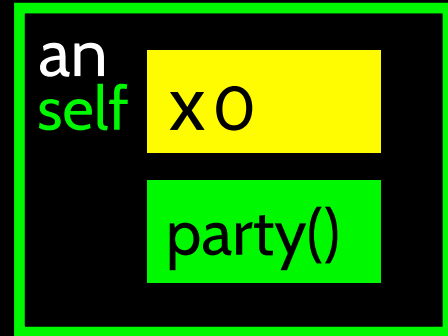
```
an.party()
```

```
an.party()
```

```
an.party()
```

“self” is a formal argument that refers to the object itself.

self.x is saying “x within self”



self is “global within this object”

Definitions Review



- **Class** - a template - Dog
- **Method or Message** - A defined capability of a class - bark()
- **Object or Instance** - A particular instance of a class - Lassie

Playing with `dir()` and `type()`

A Nerdy Way to Find Capabilities

- The `dir()` command lists capabilities
- Ignore the ones with underscores - these are used by Python itself
- The rest are real operations that the object can perform
- It is like `type()` - it tells us something *about* a variable

```
>>> x = list()
>>> type(x)
<type 'list'>
>>> dir(x)
['__add__', '__class__',
 '__contains__', '__delattr__',
 '__delitem__', '__delslice__',
 '__doc__', '__eq__', '__setitem__',
 '__setslice__', '__str__',
 'append', 'count', 'extend',
 'index', 'insert', 'pop', 'remove',
 'reverse', 'sort']
>>>
```

Try dir() with a String

```
>>> y = "Hello there"
>>> dir(y)
['__add__', '__class__', '__contains__', '__delattr__', '__doc__',
 '__eq__', '__ge__', '__getattr__', '__getitem__',
 '__getnewargs__', '__getslice__', '__gt__', '__hash__', '__init__',
 '__le__', '__len__', '__lt__', '__repr__', '__rmod__', '__rmul__',
 '__setattr__', '__str__', 'capitalize', 'center', 'count', 'decode',
 'encode', 'endswith', 'expandtabs', 'find', 'index', 'isalnum',
 'isalpha', 'isdigit', 'islower', 'isspace', 'istitle', 'isupper',
 'join', 'ljust', 'lower', 'lstrip', 'partition', 'replace', 'rfind',
 'rindex', 'rjust', 'rpartition', 'rsplit', 'rstrip', 'split',
 'splitlines', 'startswith', 'strip', 'swapcase', 'title',
 'translate', 'upper', 'zfill']
```

```
class PartyAnimal:
    x = 0

    def party(self) :
        self.x = self.x + 1
        print "So far",self.x

an = PartyAnimal()
```

```
print "Type", type(an)
print "Dir ", dir(an)
```

We can use `dir()` to find the “capabilities” of our newly created class.

```
$ python party2.py
Type <type 'instance'>
Dir  ['__doc__',
      '__module__', 'party', 'x']
```

Object Lifecycle

[http://en.wikipedia.org/wiki/Constructor_\(computer_science\)](http://en.wikipedia.org/wiki/Constructor_(computer_science))

Object Lifecycle

- Objects are created, used and discarded
- We have special blocks of code (methods) that get called
 - At the moment of creation (constructor)
 - At the moment of destruction (destructor)
- Constructors are used a lot
- Destructors are seldom used

Constructor

- The primary purpose of the constructor is to set up some instance variables to have the proper initial values when the object is created

```
class PartyAnimal:
    x = 0

    def __init__(self):
        print "I am constructed"

    def party(self) :
        self.x = self.x + 1
        print "So far",self.x

    def __del__(self):
        print "I am destructed",
self.x

an = PartyAnimal()
an.party()
an.party()
an.party()
```

```
$ python party2.py
I am constructed
So far 1
So far 2
So far 3
I am destructed 3
```

The constructor and destructor are optional. The constructor is typically used to set up variables. The destructor is seldom used.

Constructor



- In **object oriented programming**, a **constructor** in a class is a special block of statements called when an **object is created**

[http://en.wikipedia.org/wiki/Constructor_\(computer_science\)](http://en.wikipedia.org/wiki/Constructor_(computer_science))

Many Instances

- We can create **lots of objects** - the class is the template for the object
- We can store each **distinct object** in its own variable
- We call this having multiple **instances** of the same class
- Each **instance** has its own copy of the **instance variables**

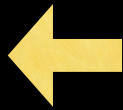
```
class PartyAnimal:
    x = 0
    name = ""
    def __init__(self, nam):
        self.name = nam
        print self.name, "constructed"

    def party(self) :
        self.x = self.x + 1
        print self.name, "party count", self.x

s = PartyAnimal("Sally")
s.party()

j = PartyAnimal("Jim")
j.party()
s.party()
```

Constructors can have additional parameters. These can be used to set up instance variables for the particular instance of the class (i.e., for the particular object).

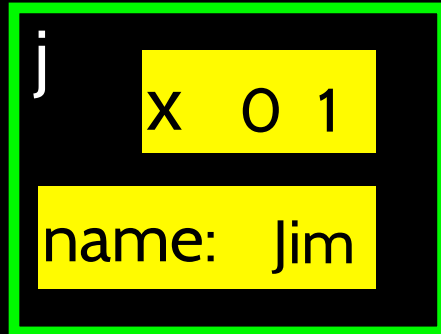
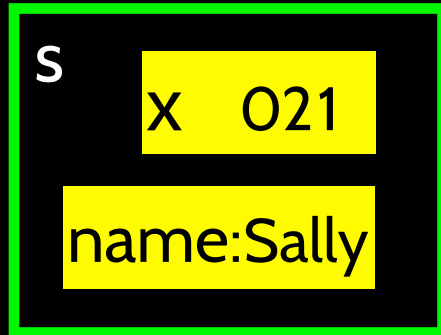


```
class PartyAnimal:  
    x = 0  
    name = ""  
    def __init__(self, z):  
        self.name = z  
        print self.name, "constructed"  
  
    def party(self) :  
        self.x = self.x + 1  
        print self.name, "party count", self.x
```

```
s = PartyAnimal("Sally")  
s.party()
```

```
j = PartyAnimal("Jim")  
j.party()  
s.party()
```

We have two
independent
instances.



PartyAnimal.party(j)

Definitions



- **Class** - a template - Dog
- **Method or Message** - A defined capability of a class - bark()
- **Object or Instance** - A particular instance of a class - Lassie
- **Constructor** - A method which is called when the instance / object is created

Inheritance

<http://www.python.org/doc/2.5.2/tut/node11.html>

<http://www.ibiblio.org/g2swap/byteofpython/read/inheritance.html>

Inheritance

- When we make a new class - we can reuse an existing class and **inherit** all the capabilities of an existing class and then add our own little bit to make our new class
- Another form of store and reuse
- Write once - reuse many times
- The new class (child) has all the capabilities of the old class (parent) - and then some more

Terminology: Inheritance



‘Subclasses’ are more specialized versions of a class, which **inherit** attributes and behaviors from their parent classes, and can introduce their own.

http://en.wikipedia.org/wiki/Object-oriented_programming


```
class PartyAnimal:
    x = 0
    name = ""
    def __init__(self, nam):
        self.name = nam
        print self.name,"constructed"

    def party(self) :
        self.x = self.x + 1
        print self.name,"party count",self.x
```

```
class FootballFan(PartyAnimal):
    points = 0
    def touchdown(self):
        self.points = self.points + 7
        self.party()
        print self.name,"points",self.points
```

```
s = PartyAnimal("Sally")
s.party()
```

```
j = FootballFan("Jim")
j.party()
j.touchdown()
```

FootballFan is a class which extends PartyAnimal. It has all the capabilities of PartyAnimal and more.

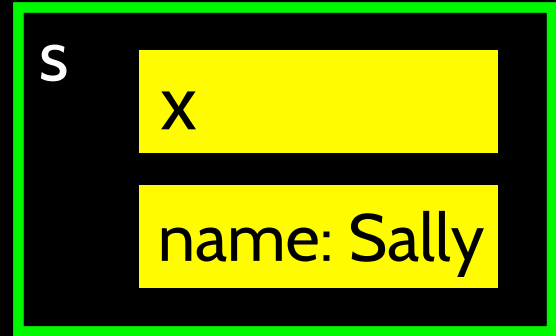
```
class PartyAnimal:
    x = 0
    name = ""
    def __init__(self, nam):
        self.name = nam
        print self.name,"constructed"

    def party(self) :
        self.x = self.x + 1
        print self.name,"party count",self.x
```

```
class FootballFan(PartyAnimal):
    points = 0
    def touchdown(self):
        self.points = self.points + 7
        self.party()
        print self.name,"points",self.points
```

```
s = PartyAnimal("Sally")
s.party()
```

```
j = FootballFan("Jim")
j.party()
j.touchdown()
```



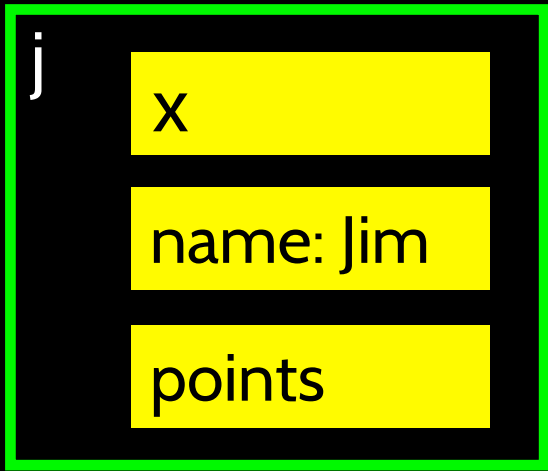
```
class PartyAnimal:
    x = 0
    name = ""
    def __init__(self, nam):
        self.name = nam
        print self.name,"constructed"

    def party(self) :
        self.x = self.x + 1
        print self.name,"party count",self.x

class FootballFan(PartyAnimal):
    points = 0
    def touchdown(self):
        self.points = self.points + 7
        self.party()
        print self.name,"points",self.points
```

```
s = PartyAnimal("Sally")
s.party()
```

```
j = FootballFan("Jim")
j.party()
j.touchdown()
```



Definitions



- **Class** - a template - Dog
- **Method or Message** - A defined capability of a class - bark()
- **Object or Instance** - A particular instance of a class - Lassie
- **Constructor** - A method which is called when the instance / object is created
- **Inheritance** - the ability to take a class and extend it to make a new class.

Summary

- Object Oriented programming is a very structured approach to code reuse.
- We can group data and functionality together and create many independent instances of a class



Acknowledgements / Contributions



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