Mutable Recursive Lists

```python
def mutable_rlist():
    contents = empty_rlist

def dispatch(message, value=None):
    nonlocal contents
    if message == 'len':
        return len_rlist(contents)
    elif message == 'getitem':
        return getitem_rlist(contents, value)
    elif message == 'push':
        contents = make_rlist(value, contents)
    elif message == 'pop':
        item = first(contents)
        contents = rest(contents)
        return item
    elif message == 'str':
        return str_rlist(contents)
    return dispatch
```

Building Dictionaries with Lists

Now that we have lists, we can use them to build dictionaries. We store key-value pairs as 2-element lists inside another list.

```python
records = [['cain', 2.79], ['bumgarner', 3.37], ['vogelsong', 3.37], ['lincecum', 5.18], ['zito', 4.15]]
```

Dictionary operations:

- `getitem(key)`: Look at each record until we find a stored key that matches `key`.
- `setitem(key, value)`: Check if there is a record with the given key. If so, change the stored value to `value`. If not, add a new record that stores `key` and `value`.

Implementing Dictionaries

```python
def dictionary():
    """Return a functional implementation of a dictionary."""
    records = []

def getitem(key):
    for k, v in records:
        if k == key:
            return v

def setitem(key, value):
    for item in records:
        if item[0] == key:
            item[1] = value
            return
    records.append([key, value])

def dispatch(message, key=None, value=None):
    if message == 'getitem':
        return getitem(key)
    elif message == 'setitem':
        setitem(key, value)
    elif message == 'keys':
        return tuple(k for k, _ in records)
    elif message == 'values':
        return tuple(v for _, v in records)
    return dispatch
```

 Dispatch Dictionaries

Enumerating different messages in a conditional statement isn’t very convenient:

- Equality tests are repetitive
- We can’t add new messages without writing new code

A dispatch dictionary has messages as keys and functions (or data objects) as values.

Dictionaries handle the message look-up logic; we concentrate on implementing useful behavior.
The Story So Far About Data

Data abstraction: Enforce a separation between how data values are represented and how they are used.

Abstract data types: A representation of a data type is valid if it satisfies certain behavior conditions.

Message passing: We can organize large programs by building components that relate to each other by passing messages.

Dispatch functions/dictionaries: A single object can include many different (but related) behaviors that all manipulate the same local state.

(All of these techniques can be implemented using only functions and assignment.)

Classes

A class serves as a template for its instances.

Idea: All bank accounts have a balance and an account holder; the Account class should add those attributes to each newly created instance.

>>> a = Account('Jim')
    >> a.holder
    'Jim'
    >> a.balance
    0

Idea: All bank accounts should have "withdraw" and "deposit" behaviors that all work in the same way.

>>> a.deposit(15)
    15
    >> a.withdraw(10)
    5
    >> a.balance
    5
    >> a.withdraw(10)
    'Insufficient funds'

Better idea: All bank accounts share a "withdraw" method.

Initialization

Idea: All bank accounts have a balance and an account holder; the Account class should add those attributes.

>>> a = Account('Jim')
    >> a.holder
    'Jim'
    >> a.balance
    0

When a class is called:
1. A new instance of that class is created:
2. The constructor __init__ of the class is called with the new object as its first argument [called self], along with additional arguments provided in the call expression.

```python
class Account(object):
    def __init__(self, account_holder):
        self.balance = 0
        self.holder = account_holder
```
Object Identity

Every object that is an instance of a user-defined class has a unique identity:

```python
>>> a = Account('Jim')
>>> b = Account('Jack')
```

Identity testing is performed by "is" and "is not" operators:

```python
>>> a is a
True
>>> a is not b
True
```

Binding an object to a new name using assignment does not create a new object:

```python
>>> c = a
>>> c is a
True
```

Methods

Methods are defined in the suite of a class statement

```python
class Account(object):
    def __init__(self, account_holder):
        self.balance = 0
        self.holder = account_holder
    def deposit(self, amount):
        self.balance = self.balance + amount
        return self.balance
    def withdraw(self, amount):
        if amount > self.balance:
            return 'Insufficient funds'
        self.balance = self.balance - amount
        return self.balance
```

These `def` statements create function objects as always, but their names are bound as attributes of the class.

Invoking Methods

All invoked methods have access to the object via the `self` parameter, and so they can all access and manipulate the object's state.

```python
class Account(object):
    def __init__(self, account_holder):
        self.balance = 0
        self.holder = account_holder
    def deposit(self, amount):
        self.balance = self.balance + amount
        return self.balance
    def withdraw(self, amount):
        if amount > self.balance:
            return 'Insufficient funds'
        self.balance = self.balance - amount
        return self.balance
```

Methods and Functions

Methods are defined in the suite of a class statement

```python
class Account(object):
    def __init__(self, account_holder):
        self.balance = 0
        self.holder = account_holder
    def deposit(self, amount):
        self.balance = self.balance + amount
        return self.balance
    def withdraw(self, amount):
        if amount > self.balance:
            return 'Insufficient funds'
        self.balance = self.balance - amount
        return self.balance
```

These `def` statements create function objects as always, but their names are bound as attributes of the class.

Dot Expressions

Objects receive messages via dot notation

Dot notation accesses attributes of the instance or its class

```python
<expression> . <name>
```

The `<expression>` can be any valid Python expression
The `<name>` must be a simple name

Evaluates to the value of the attribute looked up by `<name>` in the object that is the value of the `<expression>`

```python
tom_account.deposit(10)
```

Accessing Attributes

Using `getattr`, we can look up an attribute using a string, just as we did with a dispatch function/dictionary

```python
>>> getattr(tom_account, 'balance')
10
>>> hasattr(tom_account, 'deposit')
True
```

`getattr` and dot expressions look up a name in the same way

Looking up an attribute name in an object may return:

<ul>
  <li>One of its instance attributes, or</li>
  <li>One of the attributes of its class</li>
</ul>
Methods and Currying

Earlier, we saw currying, which converts a function that takes in multiple arguments into multiple chained functions.

The same procedure can be used to create a bound method from a function

```python
def curry(f):
    def outer(x):
        def inner(*args):
            return f(x, *args)
        return inner
    return outer
```

```python
>>> add2 = curry(add)(2)
>>> add2(3)
5
```

```python
>>> tom_deposit = curry(Account.deposit)(tom_account)
>>> tom_deposit(1000)
3011
```