

Object-Oriented Programming	
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A method for organizing programs

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Data abstraction

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- Data abstraction
- Bundling together information and related behavior

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A metaphor for computation using distributed state

Each object has its own local state

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- Each object has its own local state
- Each object also knows how to manage its own local state, based on method calls

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- Several objects may all be instances of a common type

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Specialized syntax & vocabulary to support this metaphor

John's Account

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John's Account

John

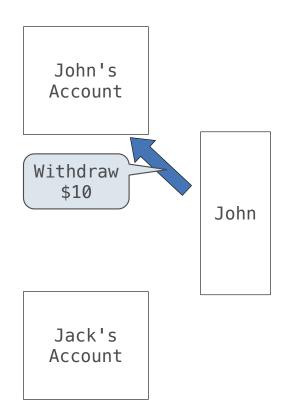
Jack's Account

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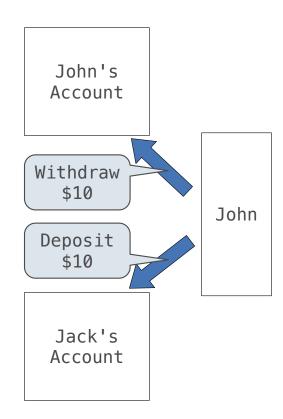


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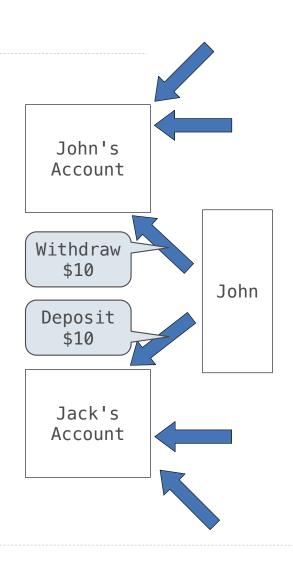


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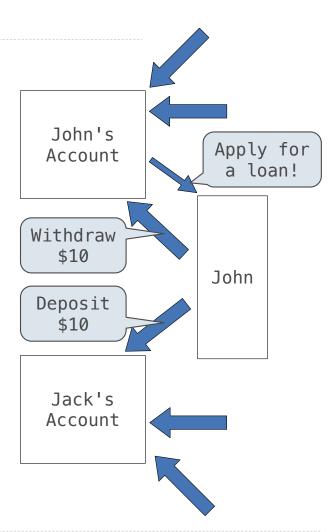


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A class describes the general behavior of its instances

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```
>>> a = Account('John')
>>> a.holder
'John'
```

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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('John')
>>> a.holder
'John'
>>> a.balance
0
```

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

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

A class describes the general behavior of 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

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```
>>> a = Account('John')
>>> a.holder
'John'
>>> a.balance
0
>>> a.deposit(15)
15
```

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

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```
>>> a = Account('John')
>>> a.holder
'John'
>>> a.balance
0
>>> a.deposit(15)
15
>>> a.withdraw(10)
5
```

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

Idea: All bank accounts should have
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```

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

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>>> a.holder
'John'
>>> a.balance
0
>>> a.deposit(15)
15
>>> a.withdraw(10)
5
>>> a.balance
5
>>> a.withdraw(10)
'Insufficient funds'
```

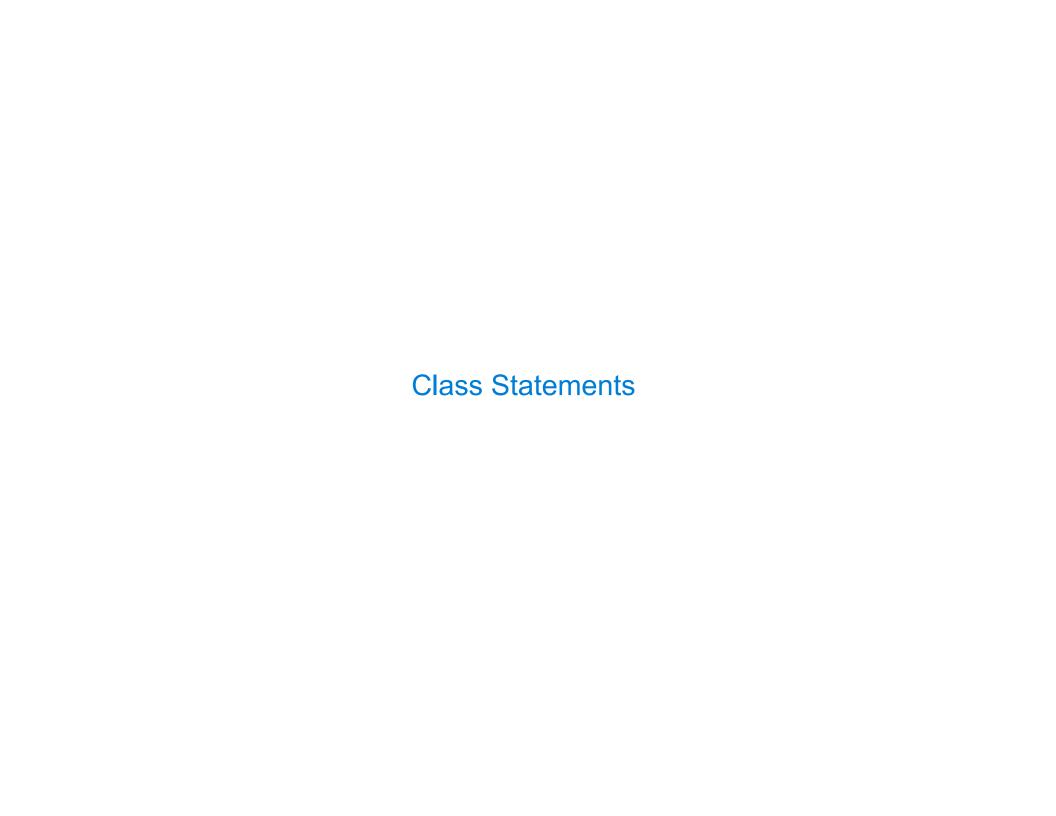
A class describes the general behavior of its instances

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

Idea: All bank accounts should have
withdraw and deposit behaviors that all work
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Better idea: All bank accounts share a withdraw method and a deposit method

```
>>> a = Account('John')
>>> a.holder
'John'
>>> a.balance
0
>>> a.deposit(15)
15
>>> a.withdraw(10)
5
>>> a.balance
5
>>> a.withdraw(10)
'Insufficient funds'
```



class <name>:
 <suite>

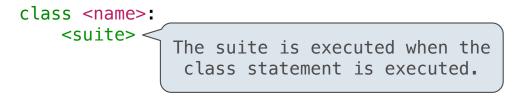
class <name>:
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A class statement creates a new class and binds that class to <name> in the first frame of the current environment

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>>> class Clown:
... nose = 'big and red'
... def dance():
... return 'No thanks'
```

A class statement creates a new class and binds that class to <name> in the first frame of the current environment

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```
>>> class Clown:
... nose = 'big and red'
... def dance():
... return 'No thanks'
>>> Clown.nose
'big and red'
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A class statement creates a new class and binds that class to <name> in the first frame of the current environment

Assignment & def statements in <suite> create attributes of the class (not names in frames)

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>>> class Clown:
... nose = 'big and red'
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... return 'No thanks'
>>> Clown.nose
'big and red'
>>> Clown.dance()
'No thanks'
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>>> Clown.nose
'big and red'
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'No thanks'
>>> Clown
<class '__main__.Clown'>
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```
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```

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1.A new instance of that class is created:

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An account instance

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When a class is called:

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- 2.The __init__ method of the class is called with the new object as its first argument (named self), along with any additional arguments provided in the call expression

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

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Idea: All bank accounts have a balance and an account holder: the Account class should add those attributes to each of its instances

```
>>> a = Account('Jim')
```

When a class is called:

An account instance

1.A new instance of that class is created: balance: 0

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class Account:
  def __init__(self, account_holder):
    > self.balance = 0
     self.holder = account holder
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Idea: All bank accounts have a balance and an account holder;
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```
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```

When a class is called:

An account instance

1.A new instance of that class is created: balance: 0 holder: 'Jim'

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class Account:
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        self.balance = 0
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```

When a class is called:

An account instance

1.A new instance of that class is created: balance: 0

balance: 0 holder: 'Jim'

```
class Account:

def __init__(self, account_holder):

__init__ is called
a constructor

self.holder = account_holder
```

Idea: All bank accounts have a balance and an account holder;
the Account class should add those attributes to each of its instances

```
>>> a = Account('Jim')
>>> a.holder
'Jim'
```

When a class is called:

An account instance

1.A new instance of that class is created: balance: 0 holder: 'Jim'

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class Account:

def __init__(self, account_holder):

__init__ is called
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self.holder = account_holder
```

Idea: All bank accounts have a balance and an account holder;
the Account class should add those attributes to each of its instances

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

When a class is called:

An account instance

1.A new instance of that class is created: balance: 0

balance: 0 holder: 'Jim'

```
class Account:

def __init__(self, account_holder):

__init__ is called
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self.holder = account_holder
```

Object Identity	
	9

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

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```
>>> a = Account('John')
>>> b = Account('Jack')
```

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Every call to Account creates a new Account instance. There is only one Account class.

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```
>>> a = Account('John')
>>> b = Account('Jack')
>>> a.balance
0
Every call to Account creates a new Account
instance. There is only one Account class.
>>> b.holder
'Jack'
```

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

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>>> a = Account('John')
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```

Identity operators "is" and "is not" test if two expressions evaluate to the same object:

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>>> a = Account('John')
>>> b = Account('Jack')
>>> a.balance
0
Every call to Account creates a new Account
instance. There is only one Account class.
>>> b.holder
'Jack'
```

Identity operators "is" and "is not" test if two expressions evaluate to the same object:

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

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

```
>>> a = Account('John')
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>>> a.balance
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Every call to Account creates a new Account
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Identity operators "is" and "is not" test if two expressions evaluate to the same object:

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

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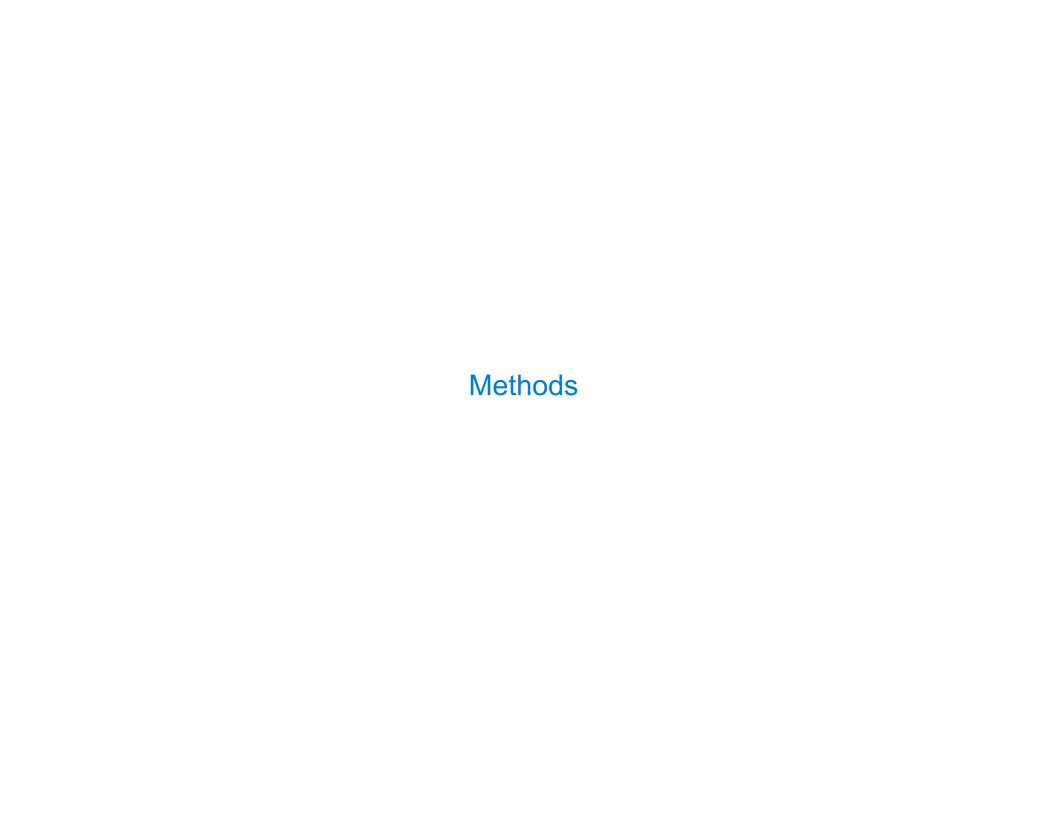
```
>>> a = Account('John')
>>> b = Account('Jack')
>>> a.balance
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Every call to Account creates a new Account
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>>> b.holder
'Jack'
```

Identity operators "is" and "is not" test if two expressions evaluate to the same object:

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

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

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



Methods

Methods

Methods are functions defined in the suite of a class statement

Methods are functions defined in the suite of a class statement

class Account:

Methods are functions defined in the suite of a class statement

```
class Account:
    def __init__(self, account_holder):
```

Methods are functions defined in the suite of a class statement

```
class Account:
    def __init__(self, account_holder):
        self.balance = 0
```

Methods are functions defined in the suite of a class statement

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

```
Methods are functions defined in the suite of a class statement

class Account:
    def __init__(self, account_holder):
        self.balance = 0
        self.holder = account_holder

def deposit(self, amount):
```

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```
class Account:
    def __init__(self, account_holder):
        self.balance = 0
        self should always be bound to an instance of the Account class

def deposit(self, amount):
        self.balance = self.balance + amount
        return self.balance

def withdraw(self, amount):
    if amount > self.balance:
        return 'Insufficient funds'
```

Methods are functions defined in the suite of a class statement

Methods are functions defined in the suite of a class statement

Methods are functions defined in the suite of a class statement

Methods are functions defined in the suite of a class statement

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

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class Account:
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```

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```
>>> tom_account = Account('Tom')
>>> tom_account.deposit(100)
100
```

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

```
>>> tom_account = Account('Tom')
>>> tom_account deposit(100)
100
Bound to self Invoked with one argument
```

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Dot notation accesses attributes of the instance or its class

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<expression> . <name>

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Objects receive messages via dot notation

Dot notation accesses attributes of the instance or its class

<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>

tom_account.deposit(10)

Objects receive messages via dot notation

Dot notation accesses attributes of the instance or its class

The <expression> can be any valid Python expression

The <name> must be a simple name

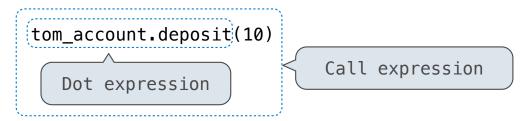


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Dot notation accesses attributes of the instance or its class

The <expression> can be any valid Python expression

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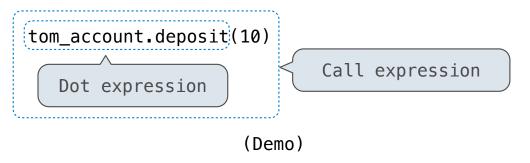


Objects receive messages via dot notation

Dot notation accesses attributes of the instance or its class

The <expression> can be any valid Python expression

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Attributes

(Demo)

Accessing Attributes	

Using getattr, we can look up an attribute using a string

```
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```

```
>>> getattr(tom_account, 'balance')
10
```

15

Using getattr, we can look up an attribute using a string

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

True

```
Using getattr, we can look up an attribute using a string
>>> getattr(tom_account, 'balance')
10
>>> hasattr(tom_account, 'deposit')
```

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

```
Using getattr, we can look up an attribute using a string

>>> 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:
```

```
Using getattr, we can look up an attribute using a string
>>> 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:

- One of its instance attributes, or
- One of the attributes of its class

Python distinguishes between:

• Functions, which we have been creating since the beginning of the course, and

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- Bound methods, which couple together a function and the object on which that method will be invoked

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```
Object + Function = Bound Method
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>>> type(Account.deposit)

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```
Object + Function = Bound Method
>>> type(Account.deposit)
<class 'function'>
```

- Functions, which we have been creating since the beginning of the course, and
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Object + Function = Bound Method
>>> type(Account.deposit)
<class 'function'>
>>> type(tom_account.deposit)
```

- Functions, which we have been creating since the beginning of the course, and
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```
Object + Function = Bound Method
>>> type(Account.deposit)
<class 'function'>
>>> type(tom_account.deposit)
<class 'method'>
```

- Functions, which we have been creating since the beginning of the course, and
- Bound methods, which couple together a function and the object on which that method will be invoked

```
Object + Function = Bound Method
>>> type(Account.deposit)
<class 'function'>
>>> type(tom_account.deposit)
<class 'method'>
>>> Account.deposit(tom_account, 1001)
1011
```

- Functions, which we have been creating since the beginning of the course, and
- Bound methods, which couple together a function and the object on which that method will be invoked

```
Object + Function = Bound Method
>>> type(Account.deposit)
<class 'function'>
>>> type(tom_account.deposit)
<class 'method'>
>>> Account.deposit(tom_account, 1001)
1011
>>> tom_account.deposit(1007)
2018
```

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- 3. If not, <name> is looked up in the class, which yields a class attribute value
- 4. That value is returned unless it is a function, in which case a bound method is returned instead

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#