### **CSCI 120** Introduction to CompSci and **Programming** I Lec 6: Class



### Jetic Gū



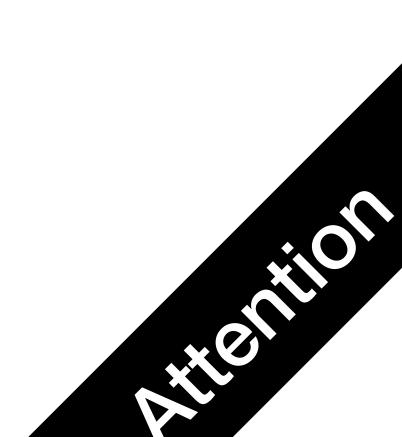
## Announcement!

- Assignment 3 cancelled
  - I don't think it is really necessary
- Test on Friday, for 2 hours
  - technical assistance

  - Code part: Online Judge

I will post instructions through email and be here for

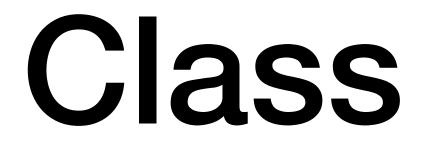
Written part: MCQ and Short QA, through my online system



# Overview

- Focus: Python Programming
- Architecture: von Neumann
- Core Ideas:
  - 1. Python Class
  - 2. Lab









# Algorithms

- The key to algorithms: data structure
- - **Python native:** list
  - **Python native:** dict
- Data can by highly complex as well

Complex data structures require carefully designed coding modules to realise

• Multiple columns, and multiple methods for you to work on these data



#### Example: Employee info **P1** OOP

- A company needs to manage its staff info
- Each staff has at least the following info
  - Name/ Sex/ Age
  - Supervisor
- Each of these entry will have different types
- How can we manage this data effectively?

**Name: string Gender: M/F/O** Age: int **Supervisor: person** 





- more effectively manage your data
- Declaring a class:

class Employee: statements

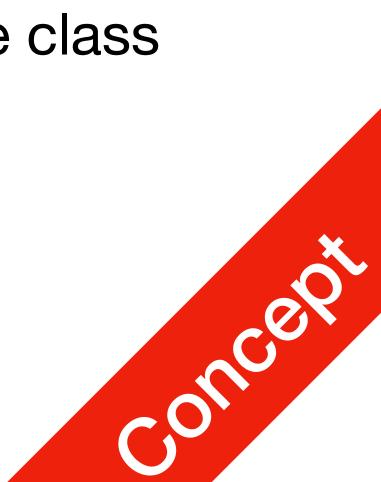
by calling the class name

john = Employee() jetic = Employee()

### Class

### • In python, you can declare custom classes with attributes and methods, to

#### • After declaring the class, you can then create instances (or objects) of the class





- You can declare methods for your classes, so each instance/object can perform stuff
- Example inside the Employee class

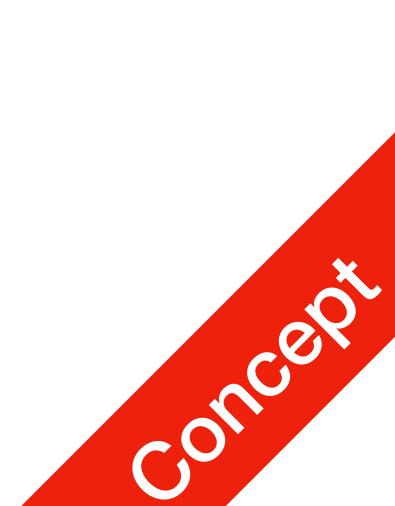
class Employee: def sayHello(self):

john = Employee() john.sayHello()

• Python class methods must have its first argument as self

### **Class Methods**

#### print("This employee is saying hello to you!")

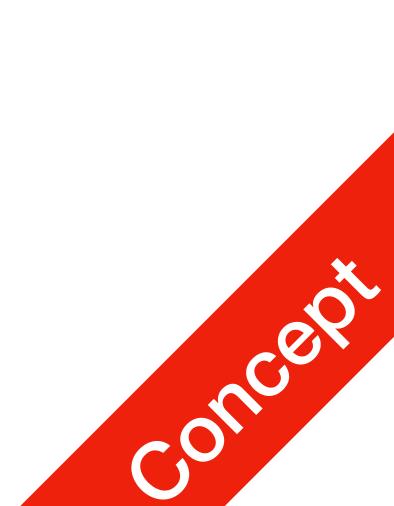


- Usually, the first method you'd write is the constructor
- The constructor is called when you create the new object class Employee: def init (self): self.name = "NoName" self.age = 0self.supervisor = None john = Employee() print(john.name)
- The constructor is called when you create the new object

**P1** 

OOP

# **Class Methods**

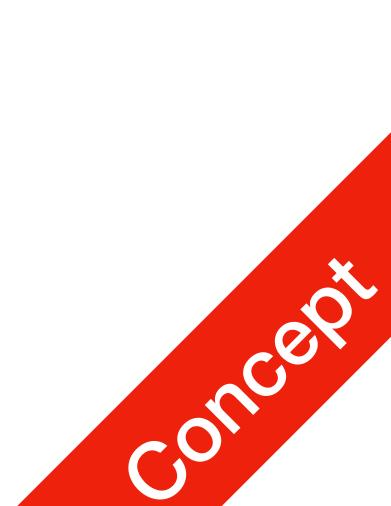


#### **P1** OOP

class Employee: if name is not None: self.name = name else: self.name = "NoName" self.age = 0self.supervisor = None john = Employee() print(john.name) jetic = Employee("jetic") print(john.name)

## **Class Methods**

- You can have other arguments in your constructor, as well as any other methods
  - def init (self, name=None): # name is an optional argument





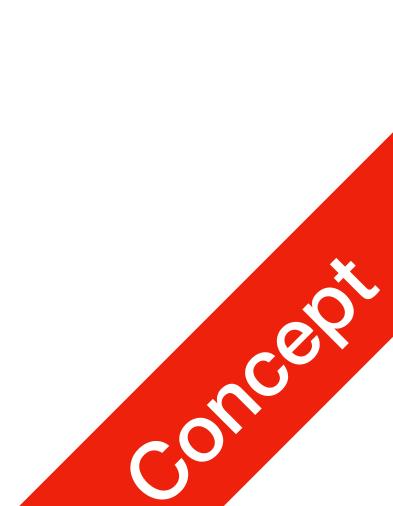
Arguments and self

class Employee: def init (...): ... def sayHello(self): jetic = Employee()

• Here, the following line: jetic.sayHello() is equivalent to: Employee.sayHello(jetic)

## **Class Methods**

print(self.name + " says hello to you!")



P2 Extended Dict

### **Extended Dict** A class example



### Recall when we are counting words in Hamlet.txt

• When we are using dict, we must first determine if a key exists in the dict, then perform counting

counter =  $\{\}$ 

if word in counter:

counter[word] += 1

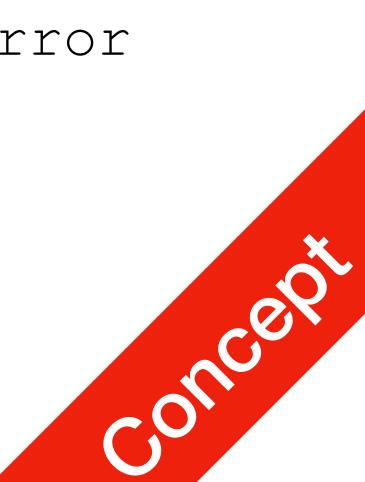
else:

**P2** 

**Extended Dict** 

Can we make it into a class?

#### counter[word] = 1 # Otherwise it will throw KeyError



# Extended Dict Creating the counter class

- class Counter: def \_\_init\_\_(self): self.co = {}
  - def increase(self, key):
     if key in self.co:
     self.co += 1
     else:
     self.co = 1
    def get(self, key):
     return 0 if key not

Use it in your shakespear programme!

### return 0 if key not in self.co else self.co[key]







- Write the word counter class
- Use the word counter class to count words in Hamlet.txt
- Use the word counter class to redo Dict Practice 1 and Dict Practice 2

### Exercise

