

## COMPSCI 105 S1 2017 Principles of Computer Science

Classes 2



▶ Q1:Write a method named slope\_from\_origin() which returns the slope of the line joining the origin to the point. For example, Point(4,10).slop\_from\_origin() returns 2.5



# Example: Fractions

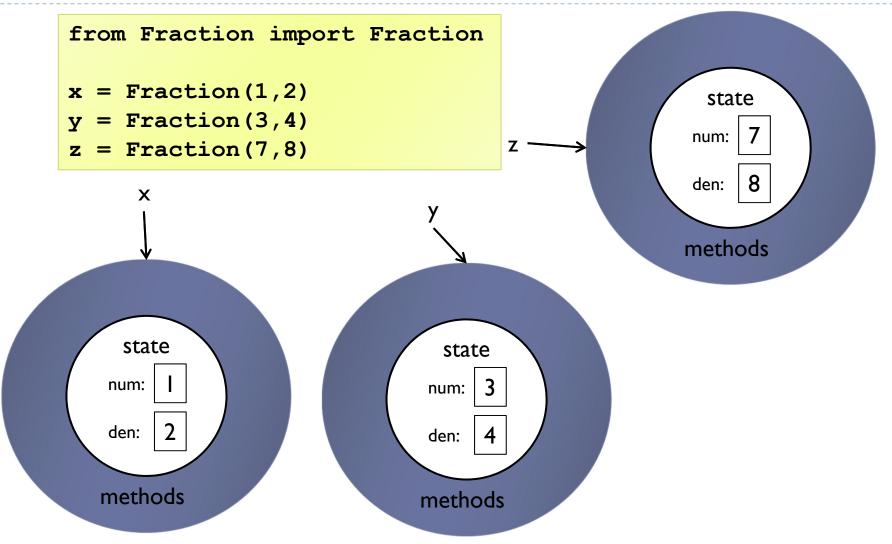
- Write a class to represent fractions in Python
  - create a fraction
  - add
  - subtract
  - multiply
  - divide
  - text representation







## Model of objects in memory





#### All classes must have a constructor

The constructor for a Fraction should store the numerator and the denominator



#### Using the Fraction class

So far, we can create a Fraction

```
>>> x = Fraction(3, 4)
```

- We can access the state variables directly
  - Although not generally good practice to do so

```
>>> x.num
3
>>> x.den
4
```

- What else can we do with Fractions?
  - Nothing yet. We need to write the functions first!

Lecture 04



## Overriding default behaviour

- ▶ All classes get a number of methods provided by default
  - Since default behaviour is not very useful, we should write our own versions of those methods

repr\_\_\_

str



### Aside: Use of string formatting syntax

- Often we want to use a string that combines literal text and information from variables
  - Example:
     name = 'Andrew'
     greeting = 'Hello ' + name + '. How are you?'
- We can use string formatting to perform this task
  - Use curly braces within the string to signify a variable to be replaced

```
my_name = 'Andrew'
greeting = 'Hello {name}. How are you?'.format(name=my_name)
```

We can put the argument position in the curly braces

```
first = 'Andrew'
second = 'Luxton-Reilly'
greeting = 'Hello {0} {1}'.format(first, second)
```



\_repr\_\_

- The \_\_repr\_\_ method produces a string that unambiguously describes the object
  - ▶ All classes should have a \_\_\_repr\_\_ function implemented
  - Ideally, the representation could be used to create the object
    - For example, a fraction created using Fraction(2, 3) should have a \_\_\_repr\_\_\_ method that returned 'Fraction(2, 3)'

```
class Fraction:
def __init__(self, top, bottom):
    self.num = top
    self.den = bottom

def __repr__(self):
    return 'Fraction({0}, {1})'.format(self.num, self.den)
```

Using the object

```
>>> x = Fraction(2, 3) Fraction(2, 3) >>> x
```



### Without the \_\_repr\_\_ method

```
class Fraction:
    def __init__(self, top, bottom):
        self.num = top
        self.den = bottom
```

```
>>> x = Fraction(2, 3)
>>> x

<__main__.Fraction object
at 0x02762290>)
```

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#### \_str\_\_

- ▶ The \_\_str\_\_ method returns a string representing the object
  - By default, it calls the \_\_\_repr\_\_ method
  - ▶ The \_\_str\_\_ method should focus on being human readable
  - We should implement a version with a natural representation:

```
def __str__(self):
    return str(self.num) + '/' + str(self.den)
```

After we have implemented the method, we can use the print function to print the object

```
>>> x = Fraction(3, 4)
>>> print(x)
3/4
```



#### Without the \_\_str\_\_ method

```
class Fraction:
    def __init__(self, top, bottom):
        self.num = top
        self.den = bottom
```

```
>>> x = Fraction(2, 3)
>>> print(x)
                        <__main__.Fraction object
                        at 0x02714290>
```



- Write the \_\_repr\_\_ method for the Square class created earlier.
- Would it be useful to implement a \_\_str\_\_ method?
- What would you choose to produce as output from a \_\_str\_\_ method?

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#### str and repr

- What is the difference between the \_\_str\_\_ and \_\_repr\_\_ methods of a Python object?
  - In short \_\_repr\_\_ goal is to be unambigous and \_\_str\_\_ is to be readable.
  - ▶ The official Python documentation says:
    - \_\_repr\_\_ is used to compute the "official" string representation of an object and
       \_\_str\_\_ is used to compute the "informal" string representation of an object.
  - The print statement and str() built-in function uses \_\_\_str\_\_\_
  - ▶ The repr() built-in function uses \_\_\_repr\_\_ to display the object.

```
>>> s1 = Square(10)

>>> str(s1)
'10 x 10 Square'

>>> repr(s1)
'Square(10)'
```

```
>>> print(s1)
10 x 10 Square

>>> s1
Square(10)
```



- Consider the Circle class which we developed previously:
  - Modify the constructor with default values of 0 for the radius
  - Write the \_\_repr\_\_ method

```
>>> c1 = Circle(10)

>>> str(s1)

'A circle with a radius of 10cm'

>>> repr(s1)

'Circle(10)'
```

Write a method named get\_diameter() which returns the diameter of the circle.