

Object-Oriented Software Development (in Python)

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I will talk about...

- Basic principles of OO Software development
- Examples
- Class diagrams (UMLs)
- Design patterns we use in our software
- Enumeration



What is OO

- Software development paradigm based on "objects"
 - Attributes (data)
 - Methods (code)
- Objects belong to classes (type of object)
 - Define what attributes and methods an object will have
- Objects are instances of classes
 - I.e. they exist in memory



- Dog class
- Attributes
 - Eye colour (passed when creating a new dog)
 - Number of bones collected (set to 0 when a new dog is created)
- Methods
 - 'Constructor' in python, this is replaced by the __init__ function
 - A method to collect a new bone



```
class Dog():
    def __init__(self, eye_color):
        self.__eye_color = eye_color
        self.__bones_collected = 0

def collect_bone(self):
    # do something to find it
    self. bones collected += 1
```



```
# instantiate a dog
my_dog = Dog('green')

# tell dog to do something
my_dog.collect_bone()
```



Encapsulation

- Objects can have private or public attributes and methods
 - Private: only the object is able to access it. Use of the 'self' keyword.
 - Public: any other object can access it
- Objects should generally be responsible for maintaining their internal variables and provide methods for other objects to access / change them.
 - Good code maintainability
 - Less errors when using someone's else's class



Encapsulation

- In python, the concept is not strictly implemented, but we can use tricks..
 - Private attributes and methods have the '___' prefix. Some editors will hide such attributes / methods from intellisense
 - Use of property decorators to turn private attributes into something that looks like a public variable. Effectively, create 'getter' and 'setter' methods.



```
class Dog():
    def __init__(self, eye_color):
        self.__eye_color = eye_color
        self.__bones_collected = 0

    def collect_bone(self):
        # do something to find it
        self. bones collected += 1
```



```
@property
def bones_collected(self):
    return self.__bones_collected;

@bones_collected.setter
def bones_collected (self, value):
    self.__bones_collected = value
```



```
# instantiate a dog and make it collect a bone
my dog = Dog('green')
my dog.collect bone()
#use the proper getter for bones collected
print(my dog.bones collected)
[Out:] 1
#use the proper setter for bones collected
my dog.bones collected = 5
```



Inheritance

- Classes can be organised in a hierarchy. 'Child' classes inherit everything from their 'parent' classes.
- Very useful for letting multiple classes share similar functionality but diverge on other
 - Common functionality in parent
 - Children implement their own additional attributes and methods
 - Improves code readability and maintainability



Inheritance

- Parent class provides a common init method that all children should call in their own init functions
- Parent class can also implement other methods directly usable by children using the self keyword
- Children can override a method of the parent to replace / add to the method's functionality
 - When a method is overriden, the child's functionality is executed
 - Call super().method_name() to also get parent's functionality



```
class Animal():
    def __init__(self, eye_color):
        self.__eye_color = eye_color
        self.__hunger_level = 50
        print("Animal with " + eye_color + " eyes")

    def eat(self, amount):
        self. hunger level -= amount
```



```
@property
def hunger_level(self):
    return self.__hunger_level

# no setter for hunger level — animal has
# to eat to decrease it
```



```
class Dog(Animal):
  def init (self, eye color):
     super(). init (eye color)
     self. bones collected = 0
     self. hunger level = 100
     print("A new dog")
  def collect bone(self):
     # do something to find it
     self. bones collected += 1
```



```
class Cat(Animal):
    def __init__(self):
        super().__init__('black')
        print("A new cat")

    def climb_tree(self):
        # climb a tree
        print("I'm climbing a tree")
```



```
# instantiate a dog
my_dog = Dog('green')
[Out:] Animal with green eyes
[Out:] A new dog

# instantiate a cat
my_cat = Cat()
[Out:] Animal with black eyes
[Out:] A new cat
```



```
# tell the dog to eat
my_dog.eat(10)

# find out hunger level
print(my_dog.hunger_level)
[Out:] 90
```



```
# create another dog and tell it to eat
my_dog_2 = Dog("blue")
[Out:] Animal with blue eyes
[Out:] A new dog
my_dog_2.eat(50)
print(my_dog_2.hunger_level)
[Out:] 50
print(my_dog.hunger_level)
[Out:] 90
```



Member types

- Attributes and methods are commonly referred to as 'members' of a class
- In Python, members can be of three types:
 - Instance each object creates their own copy
 - Class only one copy shared between all objects of the class. Usually used for alternative constructors
 - Static no references to class or instance passed. Used usually for high-level functions (it doesn't have access to any non-static members)



Member types

- Define instance attributes inside of the __init__ method
- Define class / static attributes on class level, by convention before the __init__ method definition. Use capitals.
- Always pass self as the 1st parameter to instance methods
- Always pass class as the 1st parameter to class methods. Use the @classmethod decorator
- Static methods do not have any obligatory parameters. Use the @staticmethod decorator



```
class Animal():
    HOME_PLANET = "Earth"

    def __init__(self, eye_color):
```





@staticmethod

```
def get_hex_from_color(color):
    if (color == "green"):
        return "00FF00"
    if (color == "blue"):
        return "0000FF"
    if (color == "black"):
        return "000000"
    return "000000"
```



```
class Dog(Animal):
    NUMBER_OF_LEGS = 4
    def __init__(self, eye_color):
```



```
# standard constructor
my_dog = Dog("green")
print(my_dog.hunger_level)
[Out:] 100

# alternative constructor
my_dog_2 = Dog.from_hunger_level(40, "blue")
print(my_dog_2.hunger_level)
[Out:] 40
```



```
# use of static attribute
print(Animal.HOME_PLANET)
[Out:] Earth

print(my_dog.HOME_PLANET)
[Out:] Earth

print(my_dog.NUMBER_OF_LEGS)
[Out:] 4
```



```
my_cat = Cat()

print(my_cat.HOME_PLANET)
[Out:] Earth

print(my_cat.NUMBER_OF_LEGS)
[Out:] <Error>
```



```
# use of static method
print(Animal.get_hex_from_color('black'))
[Out:] 000000

print(Animal.get_hex_from_color(my_dog.eye_color))
[Out:] 00FF00
```



Method overriding

- When a method overridden, the child's implementation will always be called
 - Great for replacing or extending parent's functionality



```
class Animal():
    def __init__(self, eye_color):
        self.__eye_color = eye_color
        self.__hunger_level = 50
        print("Animal with " + eye_color + " eyes")

    def eat(self, amount):
        self. hunger level -= amount
```



```
class Dog(Animal):
    ...
    def eat(self, amount):
        if (self.__bones_collected > 0):
            super().eat(amount)
            self.__bones_collected -= 1
        else:
            print("Not enough bones")
```



Method overriding

 Also useful for creating 'virtual' methods on the parent class level, 'forcing' child classes to implement their own functionality





```
class Dog(Animal):
    ...
    def stalk_prey(self):
        print("Dog is stalking the prey now...")
        # no call to super!
```



Example

```
my_dog.stalk_prey()
[Out:] Dog is stalking the prey now...
my_cat.stalk_prey()
[Out:] <Error> Class Cat doesn't implement
stalk prey()
```



The Class Diagram (UML)

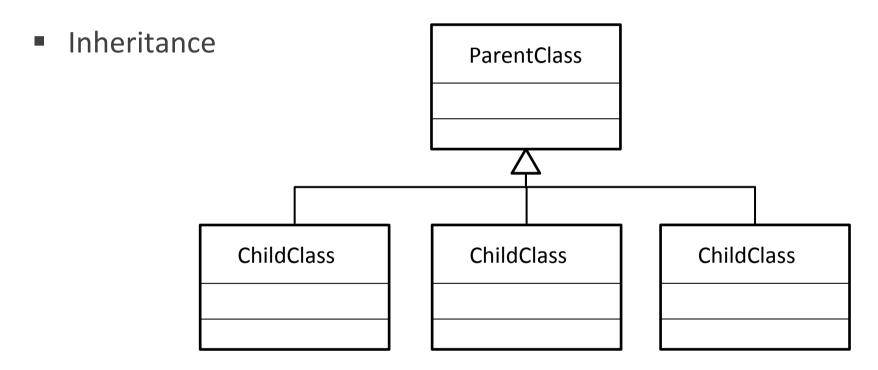
- A visualisation for class hierarchies and responsibilities
- Class

ClassName

- privateAttribute
- + publicAttribute
- + staticOrClassMethod
- privateMethod
- + publicMethod
- + virtualMethod



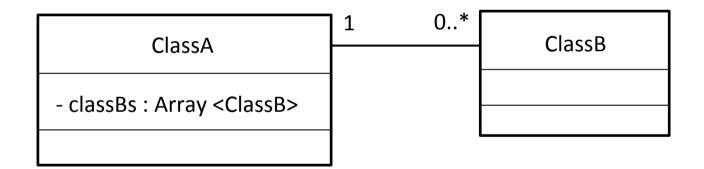
The Class Diagram (UML)





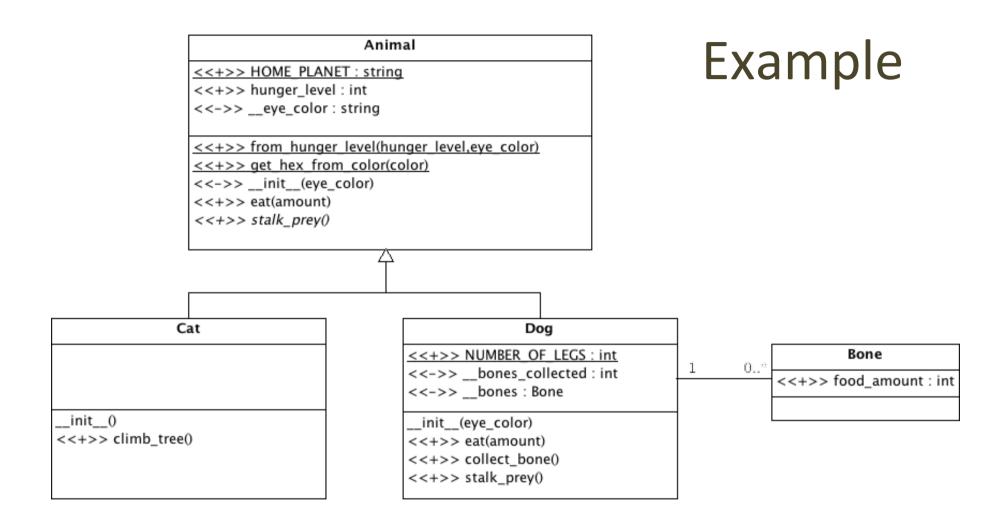
The Class Diagram (UML)

Association



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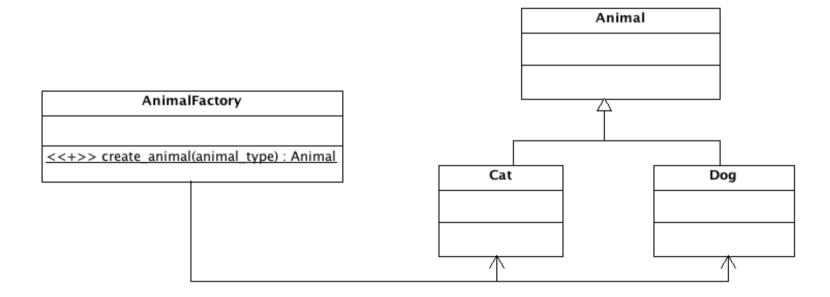
Design patterns

- Well-tested solutions to common problems in software development
- Guide to programmers:
 - What responsibilities should classes have?
 - What class hierarchy should there be?
 - How should classes be instantiated?
 - Where should data be stored / used ?
 - Etc.



- Create a 'factory' method responsible for instantiating other classes based on some parameters
 - Used when new class of a desired object is only known at run-time
 - Processes logic for what type a new instance should be and returns that instance









```
# ask user what they want
print("What animal would you like?")
choice = input().lower()
[In:] dog

# use the factory
my_animal = AnimalFactory.create_animal(choice)
[Out:] Animal with blue eyes
[Out:] A new dog
```



- Only allow one instance per class, that is not owned by any other instance
 - Only 1 object exists in memory
 - Allows that object (and its instance attributes) to be shared across all objects
 - Useful e.g. to hold common settings in an application or to hold 1 database connection



<<singleton>>

DataBaseProvider

<<->> instance : DataBaseProvider

<<->> db_connection : Integer

<<+>> new (class)

<<+>> connect()

<<+>> query(query_str)



```
class DatabaseProvider():
    _instance = None

def __new__(class, *args, **kwargs):
    if not isinstance(class._instance, class):
        # only executed once in a program
        print("Database provider created")
        class._instance = object.__new__(class, *args, **kwargs)
        # set intance attributes here
        class._instance.db_connection = None

return class. instance
```



```
def connect():
    if (db_connection is None):
        print("Connecting")
        # connect to the database...
        db_connection = ...

def query(query_str):
    # check for connection
    if (db_connection is None):
        self.connect()
    # do the query...
    print("Ouerying")
```



```
# create the provider the first time
my_db = DatabaseProvider()
my_db.query("MY QUERY")
[Out:] Database provider created
[Out:] Connecting
[Out:] Querying

...
# later in the code, try to create it the second time
my_db_2 = DatabaseProvider()
my_db_2.query("MY QUERY")
[Out:] Querying
```



The Enumeration (Enum)

- Provide a set of acceptable values
 - Useful when a method needs to accept a parameter ONLY with certain values – e.g. colours, animal types, etc.
 - Hint for programmer who uses the method
 - Opens the ability to type check the argument
 - If values are integers, can be used if for loops
- In more 'classic' OO languages, Enum is a custom data type
- In Python, Enum is technically a class
- Usually defined before definition of a class that most uses it



The Enumeration (Enum)

```
from enum import Enum, unique

@unique
class EYE_COLOR(Enum):
    GREEN = "green"
    BLUE = "blue"
    BLACK = "black"

class Animal():
    def __init__(self, eye_color:EYE_COLOR):
        if not (isinstance(eye_color, EYE_COLOR)):
            raise TypeError("Invalid eye color")
            print("Animal with " + eye_color.value + " eyes")
```



The Enumeration (Enum)

```
@staticmethod
def get_hex_from_color(color:EYE_COLOR):
    if not (isinstance(eye_color, EYE_COLOR)):
        raise TypeError("Invalid eye color")

if (color == EYE_COLOR.GREEN):
        return "00FF00"

if (color == EYE_COLOR.BLUE):
        return "0000FF"

if (color == EYE_COLOR.BLACK):
        return "0000000"
```

return "! Warning eye color not handled"



Summary

- We learned what OO means
 - Classes vs. instances
 - Attributes vs. methods
 - Encapsulation, member types
 - Inheritance
 - Method overriding
- Class diagrams (UMLs)
 - Useful for visualisation of class hierarchies and responsibilities



Summary

- Design patterns
 - Factory method: provide a single method to instantiate objects, when class of an object is only known at run-time
 - Singleton: provide a single instance per class, when that instance's attributes need to be readily shared between various pieces of code
- Enumeration
 - Provide a new 'data type' to precisely specify acceptable values