

Objectives

- Group Work: Designing a Social Network
- Prep for Lab 10

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Review

- What methods can we implement to compare two objects of the same type?
- What does each method header look like?
- What does each return?
- How can we use each?
- How do you create a method meant only to be used by the class?

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Review: Comparing Objects of the Same Type

```
def __eq__(self, other):
    """ Compares Card objects by their ranks and suits """
    if type(self) != type(other):
        return False
    return self.rank == other.rank and self.suit == other.suit
# Could compare by black jack or rummy value

def __lt__(self, other):
    """ Compares Card objects by their ranks """
    if type(self) != type(other):
        return False
    return self.rank < other.rank
```

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card.py

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Review: Helper Methods

- Only *loosely* enforces that other can't use
 - Doesn't show up in `help`
 - Does show up in `dir`

Helper Method:

```
def _isFaceCard(self):
    if self.rank > 10 and self.rank < 14:
        return True
    return False
```

In use:

```
def rummyValue(self):
    if self._isFaceCard():
        return 10
    elif self.rank == 10:
        return 10
    elif self.rank == 14:
        return 15
    else:
        return 5
```

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DESIGNING CLASSES

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Summary: Designing Classes

- What does the object/class represent?
- How to model/represent the class's *data*?
 - Instance variable
 - Data type
- What *functionality* should objects of the class have?
 - How will others want to use the class?
 - Put into methods for others to call (API)

General Class Design:

- **nouns** in a problem are **classes/objects**
- **verbs** are **methods**

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Top-Down Design

Break down larger problems into pieces that you can solve

- Smaller pieces: classes, methods, functions
- Implement smallest pieces and build up
- We've been doing this most of the semester
 - Typically, program was 1) read input, 2) process input, 3) print result
 - Started putting Step 2 into ≥ 1 functions
 - Steps 1 and 3 were sometimes a function
 - Now: on larger scale

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Requirements for a Social Network Application

- Reads social network from two files
 - One file contains people
 - One file contains connections between people
- Add connections between people
 - Symmetric relationship
- Creates a file to show social network as a graph
- Provides a user interface to do these things
- *What else?*



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Designing a Social Network Application

- Break down into pieces
- What classes do we need?
 - What data needed to model those classes?
 - What functionality do each of those classes need?
- What does our driver program (user interface) do?
- How should we implement those classes/program?

Recall: General Class Design:

- nouns in a problem are classes/objects
- verbs are methods

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Designs

- For each of your classes
 - Data
 - API

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Social Network Classes/Driver Data

- Person
 - Id
 - Name
 - Network
 - Friends
- Social Network
 - People in network
- Driver (UI)
 - Social network

What are the data types for each class's data?

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SN Classes/Driver Functionality

- Person
 - Getters (accessors)
 - String rep
 - Setters
- Social Network
 - Getters
 - String rep
 - Add people to network
 - Add connections
 - Writing to a file
- Driver
 - Getting user input to
 - Read people, connections files
 - Store social network to file
 - Add a person
 - Add connections
 - Summary: call appropriate methods on classes to do above

How should we test these?

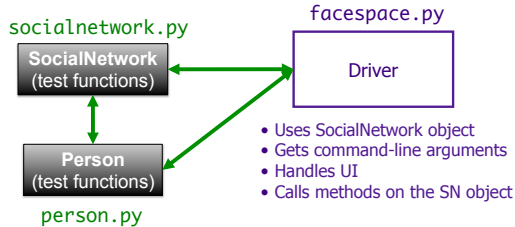
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Lab 10 Design

- 3 files: person.py, socialnetwork.py, facespace.py



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Problem: People Files

- Given a people file that has the format

```

<num_users>
<user_id>
<name>
<network>
...
<user_id_n>
<name_n>
<network_n>
    
```

- Write algorithm to create Person objects to represent each person, add to SocialNetwork object

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Problem: Connection Files

- Given a connection file that has the format

```

<user_id> <user_id>
<user_id> <user_id>
...
<user_id> <user_id>
    
```

- Each line represents a friend/connection
 - Symmetric relationship
 - Each is a friend of the other
- Update SocialNetwork object

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UI Specification

- Checks if user entered command-line arguments
 - Default files otherwise
- Read people, connections from files
- Repeatedly gets selected options from the user, until user quits
- Repeatedly prompts for new selection if invalid option
- Executes the appropriate code for the selection
- Stops when user quits
- Stores the social network into the file

Write pseudocode

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UI Pseudocode

```

Use default files if only one command-line argument
Read people, connections from files
while True:
    display menu options
    prompt for selection
    while invalid option
        print error message
        prompt for selection
    break if selected quit
    otherwise, do selected option
Store social network to designated file
    
```

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Implementation Plan

- Implement Person class
 - Test (write test functions, e.g., testPerson())
- Implement SocialNetwork class
 - Example runs in lab write up
 - Note: Methods for classes will **not** prompt for input; Use input parameters
 - Test
- Implement driver program

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Plan for Implementing a Class

- Write the constructor and string representation/print methods first
- Write function to test them
 - See `card.py`, `deck.py`, and your `freqobj.py` for example test functions
- While more methods to implement ...
 - Write method
 - Test
 - REMINDER: methods should **not** be using `input` function but getting the input as parameters to the method

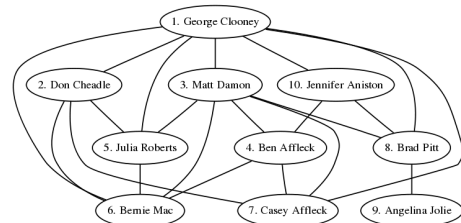
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Goal Output

- You will create two graphs that look something like this and put them on a new web page for Lab 10



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This Week

- Lab 10
- Broader Issue: Facebook's News Feed
 - Optional: employers requesting passwords

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