

## Objectives

- Wrap up dictionaries
- Default parameters
- Defining our own classes

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## Review: Dictionaries

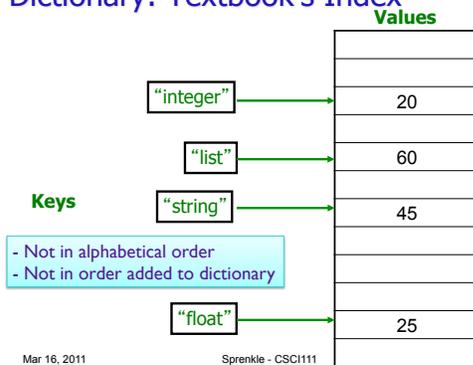
- What is the syntax for creating a new dictionary?
- How do we access a key's value from a dictionary?
  - What happens if there is no mapping for that key?
- How do we create a key → value mapping in a dictionary?
- How do we iterate through a dictionary?

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## Dictionary: Textbook's Index



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## Review: Creating Dictionaries

Syntax:

```
{<key>:<value>, ..., <key>:<value>}
```

```
empty = {}
```

```
ascii = { 'a':97, 'b':98, 'c':99, ..., 'z':122 }
```

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## Review: Accessing Values Using Keys

- Typically, you should check if dictionary has a key before trying to access the key

```
if 'z' in ascii:  
    value = ascii['z']
```

Know mapping exists before trying to access

- Or handle if get default back

```
val = ascii.get('z')  
if val is None:  
    # do something ...
```

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## Equivalent Solutions

```
if key not in dictionary :  
    dictionary[key] = 1  
else:  
    value = dictionary[key] + 1  
    dictionary[key] = value
```

```
if key not in dictionary :  
    dictionary[key] = 1  
else:  
    dictionary[key] += 1
```

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## Lists vs. Dictionaries

Lists	Dictionaries
integer <i>positions</i> (0, ...) to any type of value	Map <i>immutable keys</i> (int, float, string) to any type of value
Ordered	Unordered
Slower to find a value ( <b>in</b> )	Fast to find a value (use key)
Fast to print in order	Slower to print in order (by key)
Only as big as you make it	Takes up a lot of space (so can add elements in the middle)

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## PARAMETER DEFAULTS

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## Defaults for Parameters

- Can assign a default value to a parameter
  - In general, in function header, default parameter(s) should come *after* all the parameters that *need* to be defined
- Example: **xrange** function
  - Didn't have to specify start or increment when calling the function
  - Default start = 0
  - Default increment = 1

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## Using Default Parameters

- By default, the `rollDie` function could assume that a die has 6 sides

Assigns a value to sides  
**ONLY IF** not passed a parameter

```
def rollDie(sides=6):
    return random.randint(1,sides)
```

Examples of calling the function:

```
rollDie(6)
rollDie()
rollDie(12)
```

Show help

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game.py

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## Getting Documentation

- **dir**: function that returns a list of methods and attributes in an object
  - `dir(<type>)`
- **help**: get documentation
- In the Python shell
  - `help(<type>)`
  - `import <modulename>`
  - `help(<modulename>)`

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## Where is Documentation Coming From?

- Comes from the code itself in "**doc strings**"
  - i.e., "documentation strings"
- Doc strings are simply strings *after* the function header
  - Typically use triple-quoted strings because documentation goes across several lines

```
def verse(animal, sound):
    """prints a verse of Old MacDonald,
    filling in the strings for animal and
    sound """
```

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# ABSTRACTIONS

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## Abstractions

- Provide ways to think about program and its data
  - Get the jist without the details
- Examples we've seen
  - Functions and methods `encodeMessage(phrase, key)`
    - Used to perform some operation but we don't need to know how they're implemented
  - Dictionaries
    - Know they map keys to values
    - Don't need to know how the keys are organized/stored in the computer's memory
  - Just about everything we do in this class...

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## Classes and Objects

- Provide an abstraction for how to organize and reason about data
- Example: GraphWin class
  - Had **attributes** (i.e., data or state) background color, width, height, and title
  - Each GraphWin object had these attributes
    - Each GraphWin object had its own values for these attributes
  - Used methods (API) to modify the object's state, get information about attributes

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## Defining Our Own Classes

- Often, we want to represent data or information that we do **not** have a way to represent using *built-in types* or *libraries*
- Classes provide way to *organize* and *manipulate* data
  - Organize: data structures used
    - E.g., ints, lists, dictionaries, other objects, etc.
  - Manipulate: methods

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## What is a Class?

- Defines a new **data type**
- Defines the class's **attributes** (i.e., data or state) and **methods**
  - Methods are like **functions** *within* a class and are the class's **API**

Internal data hidden from others

Object o of type Classname

Other objects manipulate using methods

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## Defining a Card Class

- Create a class that represents a playing card
  - How can we represent a playing card?
  - What information do we need to represent a playing card?



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## Representing a Card object

- Every card has two attributes:
  - Suite (one of “hearts”, “diamonds”, “clubs”, “spades”)
  - Rank
    - 2-10: numbered cards
    - 11: Jack
    - 12: Queen
    - 13: King
    - 14: Ace

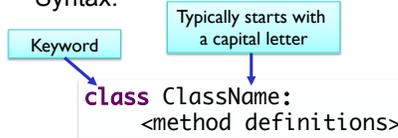
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## Defining a New Class

- Syntax:



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## Card Class (Incomplete)

```

class Card:
    """ A class to represent a standard playing card.
        The ranks are ints: 2-10 for numbered cards, 11=Jack,
        12=Queen, 13=King, 14=Ace.
        The suits are strings: 'clubs', 'spades', 'hearts',
        'diamonds' """
    def __init__(self, rank, suit):
        """Constructor for class Card takes int rank and
        string suit."""
        self.rank = rank
        self.suit = suit
    def getRank(self):
        """Returns the card's rank."""
        return self.rank
    def getSuit(self):
        """Returns the card's suit."""
        return self.suit
    
```

Doc String

Methods are like *functions* defined in a class

Methods

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card.py 21

## Defining the Constructor

- `__init__` method is like the **constructor**
- In constructor, define **instance variables**
  - Data contained in every object
  - Also called **attributes** or **fields**
- Constructor **never returns** anything

```

def __init__(self, rank, suit):
    """Constructor for class Card takes int rank
    and string suit."""
    self.rank = rank
    self.suit = suit
    
```

First parameter of **every** method is **self** - pointer to the object that method acts on

Instance variables

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## Using the Constructor

```

def __init__(self, rank, suit):
    
```

- As defined, constructor is called using **Card(<rank>, <suit>)**
  - Do not pass anything for the **self** parameter
  - Python handles for us
    - Passes the parameter *automatically*

Object **card** of type Card  
rank = ?  
suit = ?

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## Using the Constructor

```

def __init__(self, rank, suit):
    
```

- As defined, constructor is called using **Card(<rank>, <suit>)**
  - Do not pass anything for the **self** parameter
  - Python handles underneath, passing the parameter for us automatically
- Example:
  - **card = Card(2, "hearts")**
  - Creates a 2 of Hearts card
  - Python passes **card** as **self** for us

Object **card** of type Card  
rank = 2  
suit = "hearts"

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## Accessor Methods

- Need to be able to get information about the object

- Have **self** parameter
- Return data/information

```
def getRank(self):
    "Returns the card's rank."
    return self.rank

def getSuit(self):
    "Returns the card's suit."
    return self.suit
```

- These will get called as **card.getRank()** and **card.getSuit()**
  - Python plugs **card** in for **self**

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## Another Special Method: `__str__`

- Returns a *string* that describes the object
- Whenever you **print** an object, Python checks if the object's `__str__` method is defined
  - Prints result of calling `__str__` method
- `str(<object>)` also calls `__str__` method

```
def __str__(self):
    """Returns a string
    describing the card as 'rank of
    suit'."""
    result = ""
    if self.rank == 11:
        result += "Jack"
    elif self.rank == 12:
        result += "Queen"
    elif self.rank == 13:
        result += "King"
    elif self.rank == 14:
        result += "Ace"
    else:
        result += str(self.rank)
    result += " of " + self.suit
    return result
```

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## Using the Card Class

Invokes the `__str__` method

```
def main():
    c1 = Card(14, "spades")
    print c1
    c2 = Card(13, "hearts")
    print c2
```

Displays:

Ace of spades  
King of hearts

Object c1 of  
type Card

```
rank = 14
suit = "spades"
```

Object c2 of  
type Card

```
rank = 13
suit = "hearts"
```

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## Example: Rummy Value

- Problem:** Add a method to the Card class called **rummyValue** that returns the value of the card in the game of Rummy
- Procedure** for defining a method (similar to functions)
  - What is the input?
  - What is the output?
  - What is the method header?
  - What does the method do?
- How do we call the method?

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card2.py

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## Card API

- Based on what we've seen/done so far, what does the Card class's API look like?

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## Card API

API

Object o of  
type Card

Instance  
Variables:  
rank, suit

Implementation of  
methods is hidden

- `Card(<rank>, <suit>)`
- `getRank()`
- `getSuit()`
- `rummyValue()`
- `__str__()`

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## Defining a Card Class

- Create a class that represents a playing card
  - How can we represent a playing card?
  - What information do we need to represent a playing card?
- Do we **need** a class to represent a card?
  - Does any built-in data type naturally represent a card?



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## Using the Card class

- Having the Card class means that we can represent a Card in code

Now that we have the Card class, how can we **use** it?

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## Using the Card class

Now that we have the Card class, how can we **use** it?

- Let's write a simplified version of the game of War
  - Basically just part of a round
- What are the rules of War?

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war.py

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## Using the Card class

Now that we have the Card class, how can we **use** it?

- Can make a **Deck** class
  - What data should a Deck contain?
  - How can we represent that data?
- To start: write methods **\_\_init\_\_** and **\_\_str\_\_**
  - What do the method headers look like?

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## This Week

- Jan Cuny's talk – TODAY at 4 p.m., Science Center Addition G14
  - Optional reception at 3 p.m. in Great Hall
  - Answer questions on handout during talk
  - No class on Monday – study for exam
- Lab 8 due Friday
- Broader Issue: environmental monitoring using sensor networks

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## Creating a Deck Class (Partial)

- List of Card objects

```
from card import *

class Deck:
    def __init__(self):
        self.cards = []
        for suit in ["clubs", "hearts", "diamonds", "spades"]:
            for rank in xrange(2,15):
                self.cards.append(Card(rank, suit))

    def __str__(self):
        deckRep = ""
        for c in self.cards:
            deckRep += str(c) + "\n"
        return deckRep
```

Initialize instance variable, self.cards

Creates and returns a string

Displays cards on separate lines

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## Using the Deck Class

- How can we use the Deck that we just wrote?

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## Deck API

- What methods should our Deck class provide?
- What do the method headers look like?
- What should they return?
- How do we implement them?

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## Adding Deck Functionality

- Functionality:
  - Shuffle the cards
  - Deal one card
  - Number of cards remaining
- What do the method headers look like?
- What should they return?
- How do we implement them?

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## Deck API

- Deck() ← Constructor
- shuffle()
- draw()
- deal(num\_players, num\_cards)
- numRemaining()
- isEmpty()
- \_\_str\_\_()

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## Algorithm for Creating Classes

1. Identify need for a class
2. Identify state or attributes of a class/an object in that class
  - Write the constructor (`__init__`) and `__str__` methods
3. Identify methods the class should provide
  - How will a user call those methods (parameters, return values)?
    - Develop API
  - Implement methods

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