

CS61A Lecture 21

Amir Kamil

UC Berkeley

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Looking Up Names



Looking Up Names



```
class CheckingAccount(Account):
    withdraw_fee = 1
    def withdraw(self, amount):
        return Account.withdraw(self,
                                amount + withdraw_fee)
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Name expressions look up names in the environment

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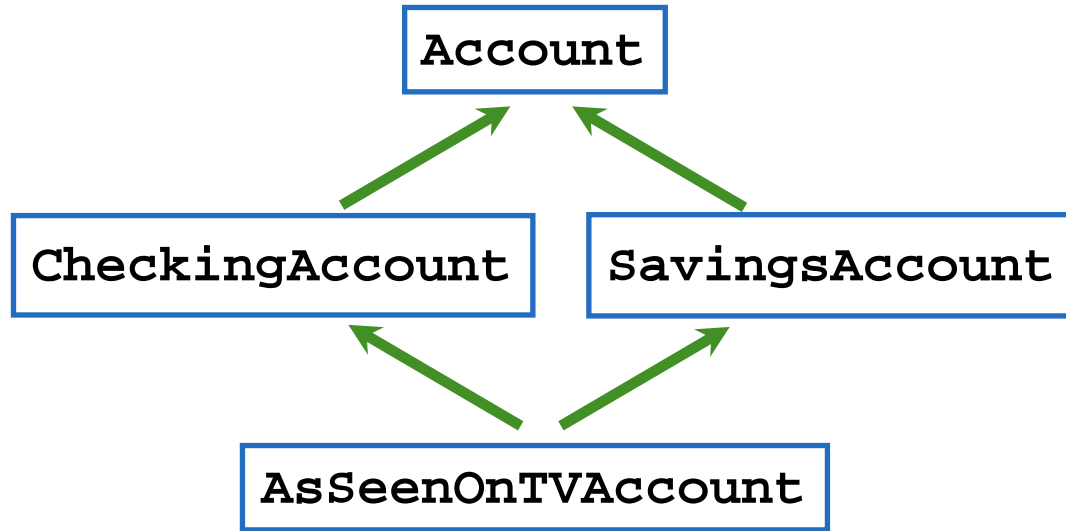
Error: `withdraw_fee` not bound in environment

Not all languages work this way

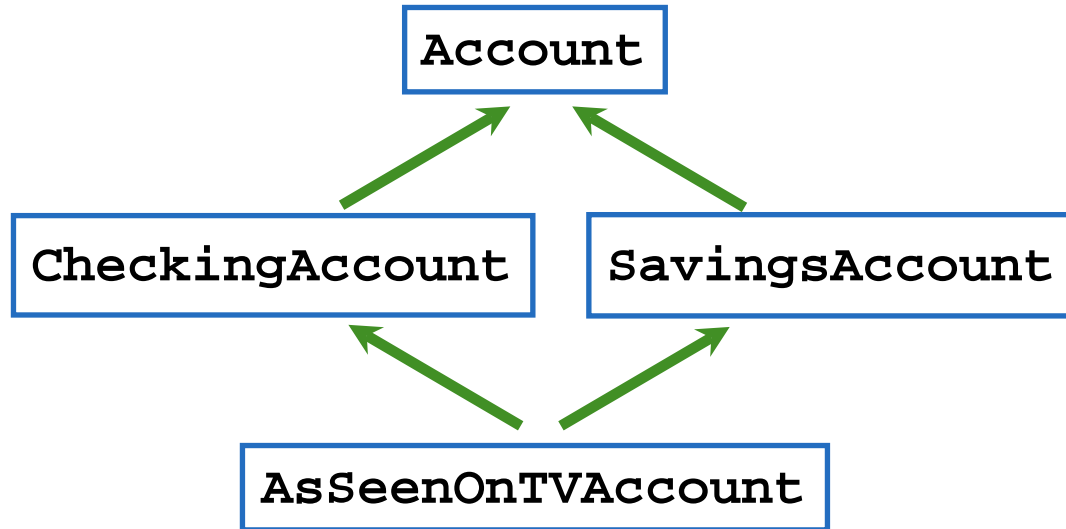
Resolving Ambiguous Class Attribute Names



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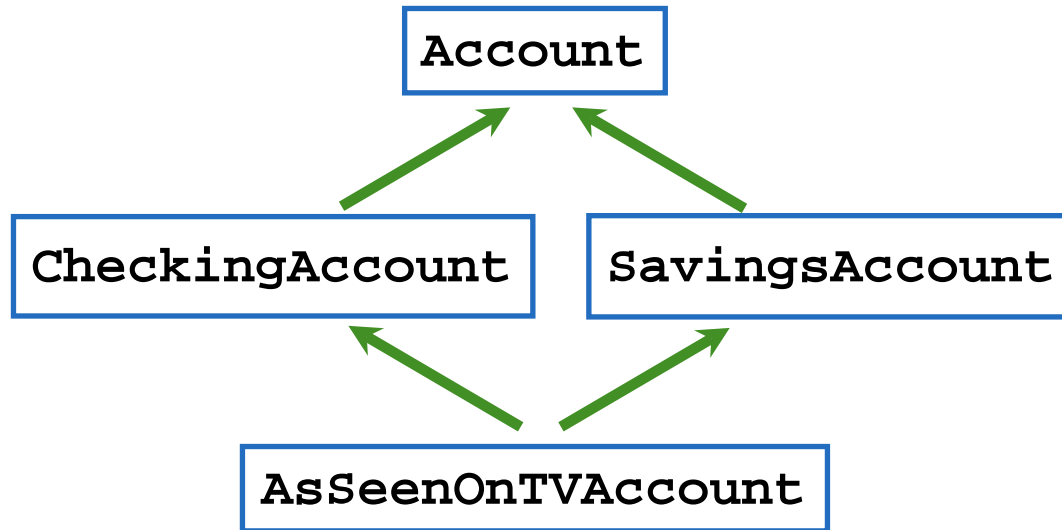


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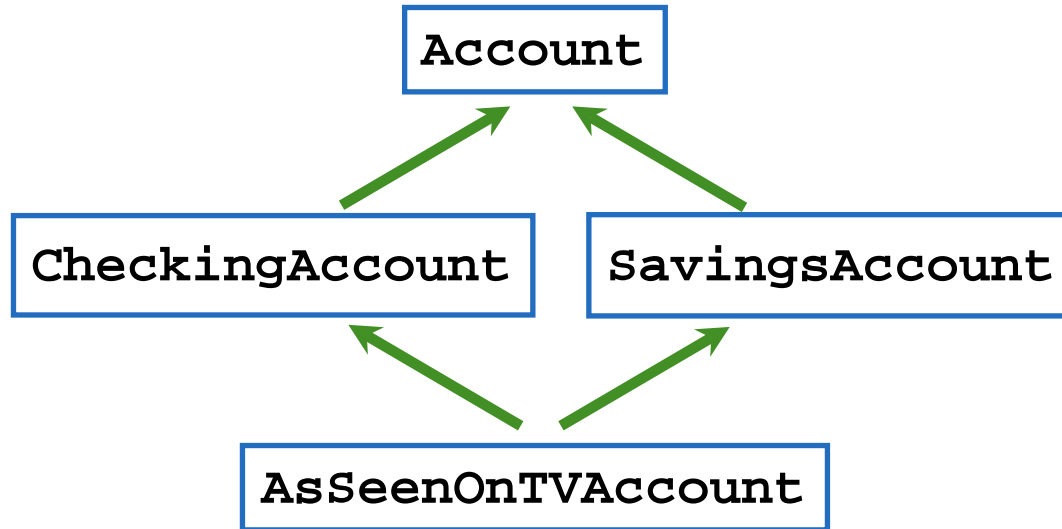
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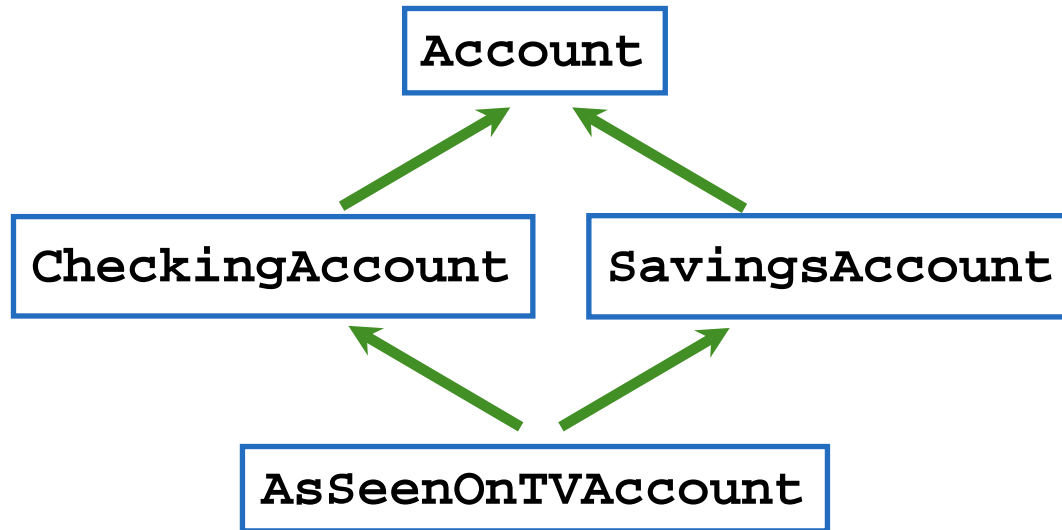


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>>> [c.__name__ for c in AsSeenOnTVAccount.mro()]
['AsSeenOnTVAccount', 'CheckingAccount',
'SavingsAccount', 'Account', 'object']
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OOP Odds and Ends



OOP Odds and Ends



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OOP Odds and Ends



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TypeError: op_add expected 2 arguments, got 3
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Generic Functions



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A function might want to operate on multiple data types.

Message passing enables us to accomplish all of the above, as we will see today and next time

String Representations



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In Python, all objects produce two string representations:

- The “str” is legible to **humans**.
- The “repr” is legible to the **Python interpreter**.

When the “str” and “repr” **strings are the same**, that’s evidence that a programming language is legible by humans!

The “repr” String for an Object



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>>> repr(min)
'<built-in function min>'
```

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```
>>> import datetime
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```

The result of calling `str` on the value of an expression is what Python prints using the `print` function.

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Inheritance and Polymorphism



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Classes that implement `__repr__` and `__str__` methods *that return Python- and human-readable strings* thereby **implement an interface** for producing Python string representations.

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Classes that implement `__repr__` and `__str__` methods *that return Python- and human-readable strings* thereby **implement an interface** for producing Python string representations.

Classes that implement `__len__` and `__getitem__` are sequences.

Special Methods



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. **__getattr__**, **__getattribute__**,
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Examples:

`len` `__len__`

`+, +=` `__add__`, `__iadd__`

`[], []=` `__getitem__`, `__setitem__`

`.` `__getattr__`, `__getattribute__`,
`__setattr__`

`a[i]` is equivalent to `type(a).__getitem__(a, i)`

Example: Rational Numbers



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```
class Rational(object):
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```
class Rational(object):  
    def __init__(self, numer, denom):
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```
class Rational(object):  
    def __init__(self, numer, denom):  
        g = gcd(numer, denom)
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class Rational(object):
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class Rational(object):
    def __init__(self, numer, denom):
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        self.numerator = numer // g
        self.denominator = denom // g
    def __repr__(self):
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        return 'Rational({0}, {1})'.format(self.numerator,
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    def __str__(self):
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    def __init__(self, numer, denom):
        g = gcd(numer, denom)
        self.numerator = numer // g
        self.denominator = denom // g
    def __repr__(self):
        return 'Rational({0}, {1})'.format(self.numerator,
                                           self.denominator)
    def __str__(self):
        return '{0}/{1}'.format(self.numerator,
                                 self.denominator)
    def __add__(self, num):
```

Example: Rational Numbers



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```

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    def __add__(self, num):
        denom = self.denominator * num.denominator
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    def __add__(self, num):
        denom = self.denominator * num.denominator
        numer1 = self.numerator * num.denominator
        numer2 = self.denominator * num.numerator
        return Rational(numer1 + numer2, denom)
```

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        return 'Rational({0}, {1})'.format(self.numerator,
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    def __str__(self):
        return '{0}/{1}'.format(self.numerator,
                                 self.denominator)
    def __add__(self, num):
        denom = self.denominator * num.denominator
        numer1 = self.numerator * num.denominator
        numer2 = self.denominator * num.numerator
        return Rational(numer1 + numer2, denom)
    def __eq__(self, num):
```

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        return 'Rational({0}, {1})'.format(self.numerator,
                                           self.denominator)
    def __str__(self):
        return '{0}/{1}'.format(self.numerator,
                                 self.denominator)
    def __add__(self, num):
        denom = self.denominator * num.denominator
        numer1 = self.numerator * num.denominator
        numer2 = self.denominator * num.numerator
        return Rational(numer1 + numer2, denom)
    def __eq__(self, num):
        return (self.numerator == num.numerator and
                self.denominator == num.denominator)
```

Property Methods



Property Methods



Often, we want the value of instance attributes to be linked.

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```
>>> f = Rational(3, 5)
```

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>>> f = Rational(3, 5)
>>> f.float_value
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```
>>> f = Rational(3, 5)
>>> f.float_value
0.6
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Property Methods



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```
>>> f = Rational(3, 5)
>>> f.float_value
0.6
>>> f.numerator = 4
```

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>>> f.numerator = 4
>>> f.float_value
```

Property Methods



Often, we want the value of instance attributes to be linked.

```
>>> f = Rational(3, 5)
>>> f.float_value
0.6
>>> f.numerator = 4
>>> f.float_value
0.8
```

Property Methods



Often, we want the value of instance attributes to be linked.

```
>>> f = Rational(3, 5)
>>> f.float_value
0.6
>>> f.numerator = 4
>>> f.float_value
0.8
>>> f.denominator -= 3
```

Property Methods



Often, we want the value of instance attributes to be linked.

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>>> f = Rational(3, 5)
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>>> f.numerator = 4
>>> f.float_value
0.8
>>> f.denominator -= 3
>>> f.float_value
```

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0.8
>>> f.denominator -= 3
>>> f.float_value
2.0
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```

The `@property` decorator on a method designates that it will be called whenever it is *looked up* on an instance.

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```

```
@property
def float_value(self):
    return (self.numerator //
            self.denominator)
```

The `@property` decorator on a method designates that it will be called whenever it is *looked up* on an instance.

Property Methods



Often, we want the value of instance attributes to be linked.

```
>>> f = Rational(3, 5)
>>> f.float_value
0.6
>>> f.numerator = 4
>>> f.float_value
0.8
>>> f.denominator -= 3
>>> f.float_value
2.0
```

```
@property
def float_value(self):
    return (self.numerator //
            self.denominator)
```

The `@property` decorator on a method designates that it will be called whenever it is *looked up* on an instance.

It allows zero-argument methods to be called without an explicit call expression.