Outline

Introduction

object-oriented design
What’s CSC148 about?

- well first, CSC108 was about if statements, loops, function definitions and calls, lists, dictionaries, searching, sorting, classes, documentation style. So you’ve got all that down...

- ...otherwise, sign up for the CSC148 ramp-up session September 14th or 21st, 10–4

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But what’s CSC148 about?

- how to understand and write a solution for a real-world problem
- abstract data types (ADTs) to represent and manipulate information
- recursion: clever functions that call themselves
- exceptions: how to deal with unexpected situations
- design: how to structure a program
How’s this course run?

All answers in course information sheet. Spoiler alert: meaning of life is 42...
Here are some built-in objects to fool around with:

```python
g>>> w1 = "words"
g>>> w2 = "swords"[1:]
g>>> w1 is w2
False
g>>> import turtle
g>>> t = turtle.Turtle()
g>>> t.pos()
(0.00,0.00)
g>>> t.forward(100)
```
vandalizing existing classes
this is deeply wrong, except for teaching purposes...

```python
>>> from turtle import Turtle
>>> t1 = Turtle()
>>> t1.pos()
(0.00,0.00)
>>> t1.forward(100)
>>> t1.pos()
(100.00,0.00)
>>> t1.neck
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
AttributeError: 'Turtle' object has no attribute 'neck'
```
```
>>> Turtle.neck = "very reptilian"
>>> t2 = Turtle()
>>> t2.neck
'very reptilian'
```
Design a new class

Somewhere in the real world there is a description of points in two-dimensional space:

*In two dimensions, a point is two numbers (coordinates) that are treated collectively as a single object. Points are often written in parentheses with a comma separating the coordinates. For example, \((0, 0)\) represents the origin, and \((x, y)\) represents the point \(x\) units to the right and \(y\) units up from the origin. Some of the typical operations that one associates with points might be calculating the distance of a point from the origin, or from another point, or finding a midpoint of two points, or asking if a point falls within a given rectangle or circle.*

Find the most important noun (good candidate for a class…), its most important attributes, and operations that sort of noun should support.
build class Point...

in that deeply wrong, but informative, way

```python
>>> from math import sqrt
>>> class Point(object):
...     pass
...     pass
...
>>> def initialize(point, x, y):
...     point.x = x
...     point.y = y
...
>>> def distance(point):
...     return sqrt(point.x**2 + point.y**2)
...
>>> Point.__init__ = initialize
>>> Point.distance = distance
>>> p2 = Point(12, 5)
>>> p2.distance()
13.0
>>> 
```
from math import sqrt

class Point:
    
    """Two dimensional point
    """

    def __init__(self: 'Point',
                 x: float,
                 y: float) -> None:
        """Initialize this point
        >>> p = Point(3, 4)
        """
        self.x = x
        self.y = y

    # and so on