

UNIVERSITY *of* WISCONSIN
LA CROSSE
 COMPUTER SCIENCE

CS 224 Introduction to Python

Introduction to Classes

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An Example Python Class

```

class Account(object):
    def __init__(self, name, balance):
        self.name = name
        self.balance = balance

    def deposit(self, amt):
        self.balance += amt

    def withdraw(self, amt):
        self.balance -= amt

    def inquiry(self):
        return self.balance
  
```

Annotations in the image:

- `class`: keyword
- `object`: superclass
- `__init__`: special method to initialize instance
- `self.name` and `self.balance`: instance variables
- `deposit`, `withdraw`, and `inquiry`: instance methods

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The Details

- `object` is the root of the class tree
 - use it as superclass when you are not extending another class
- `__init__` implicitly defines instance variables
- `self` is a parameter to all instance methods
 - but you don't include it in the parameter list when you call an instance method
 - technically you can use any identifier in place of `self` (but don't do it!)

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Augmenting the Example:

```
class Account(object):
    num_accounts = 0 ← class variable
    def __init__(self, name, balance):
        self.name = name
        self.balance = balance
        Account.num_accounts += 1
    def __del__(self):
        Account.num_accounts -= 1
    def deposit(self, amt):
        self.balance += amt
    def withdraw(self, amt):
        self.balance -= amt
```

special method to cleanup, etc.

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More Details

- class variables are like static variables in Java
 - they belong to the class not to an instance
 - all instances share a single copy of a class variable
- `__del__` is often absent
 - it is used to do things such as update class variables (as in our example), close network connections, release locks, etc.
 - calling `del` on an object **does not** necessarily invoke `__del__` -- `del` reduces reference count

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Creating Instances:

```
from account import Account
```

```
checking = Account('David', 50000)
savings = Account('David', 1000000)
```

] Create two Account instances

```
# it's payday
checking.deposit(25000)
```

self does not
appear here

```
# Hey honey, can I buy a Ferrari 488?
```

```
if savings.inquiry() > 500000:
```

```
    print("Go shopping. Make sure it's red.")
```

access class
variable

prints 2

```
print('Created: {}'.format(Account.num_accounts))
```

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Exercise

- Exercise: create a Python class called Car
- This class should include:
 - Three attributes
 - make
 - model
 - Year
 - Class variable `num_cars` that tracks the number of cars created
 - An `__init__` method
 - Method `print_description` that prints the attributes for a Car instance
 - Setter methods for each of the attributes
- Write a main method that creates a couple of Car instances and applies methods to them

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Exercise solution

```
class Car(object):
    num_cars = 0
    def __init__(self, make, model, year):
        self.make = make
        self.model = model
        self.year = year
        num_cars += 1
```

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Exercise solution

```

def print_description(self):
    print('Make: {}'.format(self.make))
    print('Model: {}'.format(self.model))
    print('Year: {}'.format(self.year))

def set_make(self, new_make):
    self.make = new_make

def set_model(self, new_model):
    self.model = new_model

def set_year(self, new_year):
    self.year = new_year

```

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Exercise solution

```

def main():
    f488 = Car('Ferrari', '488', '2019')
    jcw = Car('MINI', 'Cooper S', '2003')

    f488.print_description()
    jcw.set_model('Cooper S JCW')

    print('Number of cars = {}'.format(Car.num_cars))

if __name__ == '__main__':
    main()

```

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