

What Does str() Do On Objects?

- Does **NOT** display contents


```
>>> p = Point3(1,2,3)
>>> str(p)
'<Point3 object at 0x1007a90>'
```
- Must add a special method
 - `__str__` for `str()`
 - `__repr__` for `repr()`
- Could get away with just one
 - `repr()` requires `__repr__`
 - `str()` can use `__repr__` (if `__str__` is not there)

```
class Point3(object):
    """Class for points in 3d space"""
    ...
    def __str__(self):
        """Returns: string with contents"""
        return '+' + str(self.x) + ',' +
            str(self.y) + ',' +
            str(self.z) + ')'
    def __repr__(self):
        """Returns: unambiguous string"""
        return str(self.__class__) +
            str(self)
```

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Making a Class into a Type

- Think about what values you want in the set
 - What are the attributes? What values can they have?
 - Think about what operations you want
 - This often influences the previous question
- To make (1) precise: write a *class invariant*
 - Statement we promise to keep true **after every method call**
 - To make (2) precise: write *method specifications*
 - Statement of what method does/what it expects (preconditions)
 - Write your code to make these statements true!

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Planning out a Class

```
class Time(object):
    """Class to represent times of day.

    Inv: hour is an int in 0..23
    Inv: min is an int in 0..59"""

    def __init__(self, hour, min):
        """The time hour:min.
        Pre: hour in 0..23; min in 0..59"""

    def increment(self, hours, mins):
        """Move time hours and mins
        into the future.
        Pre: hours int >= 0; mins in 0..59"""

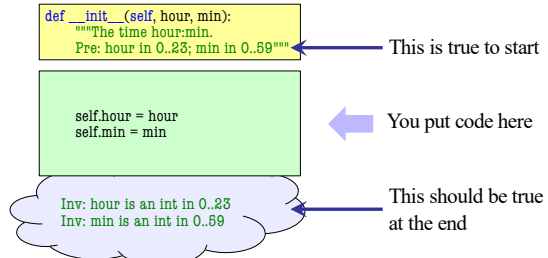
    def isPM(self):
        """Returns: True if noon or later."""
```

Class Invariant
States what attributes are present and what values they can have. A statement that will always be true of any Time instance.

Method Specification
States what the method does. Gives preconditions stating what is assumed true of the arguments.

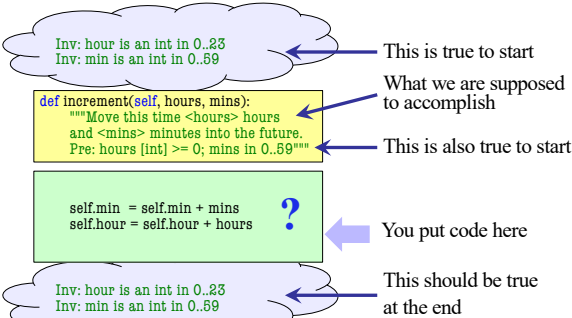
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Implementing an Initializer



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Implementing a Method



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Enforce Method Preconditions with assert

```
class Time(object):
    """Class to represent times of day."""

    def __init__(self, hour, min):
        """The time hour:min.
        Pre: hour in 0..23; min in 0..59"""
        assert type(hour) == int
        assert 0 <= hour and hour < 24
        assert type(min) == int
        assert 0 <= min and min < 60

    def increment(self, hours, mins):
        """Move this time <hours> hours
        and <mins> minutes into the future.
        Pre: hours is int >= 0; mins in 0..59"""
        assert type(hour) == int
        assert type(min) == int
        assert hour >= 0
        assert 0 <= min and min < 60
```

Invoker: hour is an int in 0..23
Inv: min is an int in 0..59

Initializer creates/initializes all of the instance attributes. Asserts in initializer guarantee the initial values satisfy the invariant.

Asserts in other methods enforce the method preconditions.

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Hiding Methods From Access

- Hidden methods
 - start with an **underscore**
 - do not show up in help()
 - are meant to be **internal** (e.g. helper methods)
- But they are **not restricted**
 - You can still access them
 - But this is bad practice!
 - Like a precondition violation
- Can do same for attributes
 - Underscore makes it hidden
 - Only used inside of methods

```

class Time(object):
    """Class to represent times of day.
    Inv: hour is an int in 0..23
    Inv: min is an int in 0..59"""

    def _is_minute(self, m):
        """Return: True if m valid minute"""
        return (type(m) == int and
                m >= 0 and m < 60)

    def __init__(self, hour, min):
        """The time hour:min.
        Pre: hour in 0..23; min in 0..59"""
        assert self._is_minute(m)
        ...
    
```

Helper

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Enforcing Invariants

```

class Time(object):
    """Class to repr times of day.
    Inv: hour is an int in 0..23
    Inv: min is an int in 0..59
    """
    
```

Invariants:
Properties that
are always true.

- Idea:** Restrict direct access
 - Only access via methods
 - Use asserts to enforce them
- Example:**

```

def getHour(self):
    """Returns: the hour"""
    return self.hour

def setHour(self, value):
    """Sets hour to value"""
    assert type(value) == int
    assert value >= 0 and value < 24
    self._hour = value
    
```

These are just comments!

```

>>> t = Time(2,30)
>>> t.hour = 'Hello'
    
```

How do we prevent this?

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Data Encapsulation

- Idea:** Force the user to only use methods
- Do not allow direct access of attributes

Setter Method	Getter Method
<ul style="list-style-type: none"> Used to change an attribute Replaces all assignment statements to the attribute 	<ul style="list-style-type: none"> Used to access an attribute Replaces all usage of attribute in an expression
<p>Bad:</p> <pre>>>> t.hour = 5</pre> <p>Good:</p> <pre>>>> f.setHour(5)</pre>	<p>Bad:</p> <pre>>>> x = 3*t.hour</pre> <p>Good:</p> <pre>>>> x = 3*t.getHour()</pre>

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Data Encapsulation

```

class Time(object):
    """Class to repr times of day. """
    
```

NO ATTRIBUTES
in class specification

Method specifications
describe the attributes

Setter precondition is
same as the invariant

```

    def getHour(self):
        """Returns: hour attribute"""
        return self._hour

    def setHour(self, h):
        """ Sets hour to h
        Pre: h is an int in 0..23"""
        assert type(h) == int
        assert 0 <= h and h < 24
        self._hour = h
    
```

Getter

Setter

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Encapsulation and Specifications

```

class Time(object):
    """Class to represent times of day. """
    """ No attributes in class spec """

    """ Hidden attributes """
    # Att _hour: hour of the day
    # Inv: _hour is an int in 0..23
    # Att _min: minute of the hour
    # Inv: _min is an int in 0..59
    
```

These comments make it part of the **class invariant** but not part of the (public) **interface**

These comments do not go in help()

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Mutable vs. Immutable Attributes

Mutable	Immutable
<ul style="list-style-type: none"> Can change value directly <ul style="list-style-type: none"> If class invariant met Example: turtle.color Has both getters and setters <ul style="list-style-type: none"> Setters allow you to change Enforce invariants w/ asserts 	<ul style="list-style-type: none"> Can't change value directly <ul style="list-style-type: none"> May change "behind scenes" Example: turtle.x Has only a getter <ul style="list-style-type: none"> No setter means no change Getter allows limited access

May ask you to differentiate on the exam

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