Lecture 21

Programming with Subclasses
Announcements for Today

Reading

• Today: See reading online
• Tuesday: Chapter 7

Assignments

• A4 has now been graded
  ▪ People generally liked it
  ▪ **Avg Time**: 8 hrs
  ▪ **STDev**: 4 hrs, **Max**: 25 hrs
  ▪ **Mean**: 86, **Median**: 90
  ▪ **As** 90+, **Bs** 75+, **Cs** 40+

• A5 is due tonight at midnight
• Start working on A6
  ▪ Finish Dataset by Sunday

Prelim, Nov 12th 7:30-9:00

• Material up to **Today**
• Review has been posted
• Recursion + Loops + Classes

S/U Students are exempt

Conflict with Prelim time?

• LAST DAY TO SUBMIT
class Fraction(object):

    Instance attributes:
    numerator [int]: top
denominator [int > 0]: bottom

def __mul__(self, q):

    Returns: Product of self, q
    Makes a new Fraction; does not modify contents of self or q
    Precondition: q a Fraction

    assert type(q) == Fraction
    top = self.numerator * q.numerator
    bot = self.denominator * q.denominator
    return Fraction(top, bot)

>>> p = Fraction(1,2)
>>> q = Fraction(3,4)
>>> r = p * q
>>> r = p.__mul__(q)

Python converts to

>>> r = p.__mul__(q)

Operator overloading uses method in object on left.
Recall: Overloading Multiplication

```python
class Fraction(object):
    """Instance attributes:
    numerator [int]:  top
    denominator [int > 0]: bottom """

def __mul__(self, q):
    """Returns: Product of self, q
    Makes a new Fraction; does not modify contents of self or q
    Precondition: q a Fraction"""
    assert type(q) == Fraction
    top = self.numerator * q.numerator
    bot = self.denominator * q.denominator
    return Fraction(top, bot)

>>> p = Fraction(1, 2)
>>> q = 2  # an int
>>> r = p * q
>>> r = p.__mul__(q)  # ERROR

Python converts to

Can only multiply fractions. But ints “make sense” too.
```
Dispatch on Type

- Types determine behavior
  - Diff types = diff behavior
  - **Example**: + (plus)
    - Addition for numbers
    - Concatenation for strings
- Can implement with ifs
  - Main method checks type
  - “Dispatches” to right helper
- **How all operators work**
  - Checks (class) type on left
  - Dispatches to that method

```python
class Fraction(object):
    ...
    def __mul__(self, q):
        """Returns: Product of self, q
        Precondition: q a Fraction or int""
        if type(q) == Fraction:
            return self._mulFrac(q)
        elif type(q) == int:
            return self._mulInt(q)
    ...
    def _mulInt(self, q):  # Hidden method
        return Fraction(self.numerator * q, self.denominator)
```

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Dispatch on Type

Types determine behavior

- Diff types = diff behavior
- **Example**: + (plus)
  - Addition for numbers
  - Concatenation for strings

Can implement with ifs

- Main method checks type
- “Dispatches” to right helper

How all operators work

- Checks (class) type on left
- Dispatches to that method

```python
class Fraction(object):

    ...

def __mul__(self, q):
    """Returns: Product of self, q
    Precondition: q a Fraction or int""
    if type(q) == Fraction:
        return self._mulFrac(q)
    elif type(q) == int:
        return self._mulInt(q)

    return Fraction(self.numerator * q,
                    self.denominator)
```

Classes are main way to handle “dispatch on type” in Python. Other languages have other ways to support this (e.g. Java)
Another Problem: Subclasses

class Fraction(object):
    """Instances are normal fractions n/d
    Instance attributes:
    numerator [int]: top
denominator [int > 0]: bottom """

class BinaryFraction(Fraction):
    """Instances are fractions k/2^n
    Instance attributes are same, BUT:
    numerator [int]: top
denominator [= 2^n, n ≥ 0]: bottom """

def __init__(self, k, n):
    """Make fraction k/2^n """
    assert type(n) == int and n >= 0
    Fraction.__init__(k, 2 ** n)

>>> p = Fraction(1, 2)

>>> q = BinaryFraction(1, 2) # 1/4

>>> r = p*q

>>> r = p.__mul__(q) # ERROR

Python converts to

>>> r = p.__mul__(q) # ERROR

__mul__ has precondition

type(q) == Fraction
The `isinstance` Function

- `isinstance(<obj>,<class>)`
  - True if `<obj>`’s class is same as or a subclass of `<class>`
  - False otherwise
- **Example:**
  - `isinstance(e,Executive)` is True
  - `isinstance(e,Employee)` is True
  - `isinstance(e,object)` is True
  - `isinstance(e,str)` is False
- Generally preferable to `type`
  - Works with base types too!

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Programming with Subclasses
>>> e = Employee('Bob', 2011)
>>> isinstance(e, Executive)
???

A: True
B: False
C: Error
D: I don’t know
>>> e = Employee('Bob',2011)
>>> isinstance(e,Executive)

A: True
B: False  Correct
C: Error
D: I don’t know

→ means “extends” or “is an instance of”
Fixing Multiplication

```python
class Fraction(object):
    """
    Instance attributes:
    numerator [int]: top
    denominator [int > 0]: bottom"
    
    def __mul__(self, q):
        """
        Returns: Product of self, q
        Makes a new Fraction; does not modify contents of self or q
        Precondition: q a Fraction"
        assert isinstance(q, Fraction)
        top = self.numerator * q.numerator
        bot = self.denominator * q.denominator
        return Fraction(top, bot)
```

```python
>>> p = Fraction(1,2)
>>> q = BinaryFraction(1,2)  # 1/4
>>> r = p*q
>>> r = p.__mul__(q)  # OKAY

Python converts to

```python
>>> r = p.__mul__(q)  # OKAY

Can multiply so long as it has numerator, denominator
```
Error Types in Python

def foo():
    assert 1 == 2, 'My error'
...

>>> foo()
AssertionError: My error

>>> foo()
ZeroDivisionError: integer division or modulo by zero

Class Names
Error Types in Python

```python
def foo():
    assert 1 == 2, 'My error'
...
```

```python
>>> foo()
AssertionError: My error
```

```python
>>> foo()
ZeroDivisionError: integer division or modulo by zero
```

Information about an error is stored inside an object. The error type is the class of the error object.
Error Types in Python

• All errors are instances of class BaseException
• This allows us to organize them in a hierarchy

```python
BaseException
    __init__(msg)
    __str__()
...
Exception(BE)
    StdError(E)
    AssError(SE)

id4
    AssertionError
        'My error'
    → means “extends” or “is an instance of”

Programming with Subclasses

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Error Types in Python

- All errors are instances of class `BaseException`
- This allows us to organize them in a hierarchy

```
BaseException
  __init__(msg)
  __str__()
...

Exception(BE)

StdError(E)

AssError(SE)
```

All of these are actually empty! Why?

```
BaseException
  id4
    AssertionError
      'My error'
    → means "extends" or "is an instance of"
```

Programming with Subclasses
Python Error Type Hierarchy

Exception

SystemExit

StandardError

AssertionError

AttributeError

ArithmeticError

IOError

TypeError

ValueError

ZeroDivisionError

OverflowError

Argument has wrong type (e.g. float([1]))

Argument has wrong value (e.g. float('a'))

Why so many error types?

http://docs.python.org/library/exceptions.html
Recall: Recovering from Errors

- try-except blocks allow us to recover from errors
  - Do the code that is in the try-block
  - Once an error occurs, jump to the catch

- **Example:**

  ```python
  try:
      input = raw_input()  # get number from user
      x = float(input)     # convert string to float
      print 'The next number is ' + str(x+1)
  except:
      print 'Hey! That is not a number!' 
  ```

  might have an error
  executes if have an error
Errors and Dispatch on Type

- try-except blocks can be restricted to **specific** errors
  - Doe except if error is **an instance** of that type
  - If error not an instance, do not recover

- **Example:**

```python
try:
    input = raw_input()  # get number from user
    x = float(input)     # convert string to float
    print 'The next number is ' + str(x+1)
except ValueError:
    print 'Hey! That is not a number!'
```

- May have IOError
- May have ValueError
- Only recovers ValueError. Other errors ignored.
Errors and Dispatch on Type

- try-except blocks can be restricted to specific errors
  - Doe except if error is an instance of that type
  - If error not an instance, do not recover
- Example:
  ```python
  try:
    input = raw_input()  # get number from user
    x = float(input)     # convert string to float
    print 'The next number is ' + str(x+1)
  except IOError:
    print 'Check your keyboard!'  # Only recovers IOError.
    Other errors ignored.
  ```

May have IOError

May have ValueError

Only recovers IOError. Other errors ignored.
Creating Errors in Python

• Create errors with raise
  ▪ **Usage**: `raise <exp>`
  ▪ `exp` evaluates to an object
  ▪ An instance of Exception

• Tailor your error types
  ▪ **ValueError**: Bad value
  ▪ **TypeError**: Bad type

• Still prefer **asserts** for preconditions, however
  ▪ Compact and easy to read

```python
def foo(x):
    assert x < 2, 'My error'
    ...
```

```python
def foo(x):
    if x >= 2:
        m = 'My error'
        raise AssertionError(m)
    ...
```

Identical
Raising and Try-Except

def foo():
    x = 0
    try:
        raise StandardError()
        x = 2
    except StandardError:
        x = 3
    return x

• The value of foo()?

A: 0
B: 2
C: 3
D: No value. It stops!
E: I don’t know
def foo():
    x = 0
    try:
        raise StandardError()
        x = 2
    except StandardError:
        x = 3
    return x

• The value of foo()?

A: 0
B: 2
C: 3  Correct
D: No value. It stops!
E: I don’t know
def foo():
    x = 0
    try:
        raise StandardError()
        x = 2
    except Exception:
        x = 3
    return x

• The value of foo()?  

A: 0  
B: 2  
C: 3  
D: No value. It stops!  
E: I don’t know
Raising and Try-Except

```python
def foo():
    x = 0
    try:
        raise StandardError()
        x = 2
    except Exception:
        x = 3
    return x
```

- The value of `foo()`?

  A: 0  
  B: 2  
  C: 3  Correct  
  D: No value. It stops!  
  E: I don’t know
def foo():
    x = 0
    try:
        raise StandardError()
        x = 2
    except AssertionError:
        x = 3
    return x

• The value of foo()?

A: 0
B: 2
C: 3
D: No value. It stops!
E: I don’t know
def foo():
    x = 0
    try:
        raise StandardError()
        x = 2
    except AssertionError:
        x = 3
    return x

• The value of foo()?

A: 0
B: 2
C: 3
D: No value. Correct
E: I don’t know

Python uses isinstance to match Error types
Creating Your Own Exceptions

```python
class CustomError(StandardError):
    """An instance is a custom exception""
    pass
```

This is all you need
- No extra fields
- No extra methods
- No constructors
Inherit everything

Only issues is choice of parent Exception class. Use StandardError if you are unsure what.
Errors and Dispatch on Type

- try-except can put the error in a variable
- **Example:**

```python
try:
    input = raw_input()  # get number from user
    x = float(input)     # convert string to float
    print 'The next number is ' + str(x+1)
except ValueError as e:
    print e.message
    print 'Hey! That is not a number!'```

Some Error subclasses have more attributes
Typing Philosophy in Python

- **Duck Typing:**
  - “Type” object is determined by its methods and properties
  - Not the same as `type()` value
  - Preferred by Python experts

- Implement with `hasattr()`
  - `hasattr(<object>,<string>)`
  - Returns true if object has an attribute/method of that name

- This has many problems
  - The name tells you nothing about its specification

```python
class Fraction(object):
    
    '''Instance attributes:
    numerator [int]: top
denominator [int > 0]: bottom'''

    ...

    def __eq__(self,q):
        
        '''Returns: True if self, q equal, False if not, or q not a Fraction'''

        if type(q) != Fraction:
            return False

        left = self.numerator*q.denominator
        rght = self.denominator*q.numerator

        return left == rght
```

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Programming with Subclasses
Typing Philosophy in Python

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```python
class Fraction(object):
    """Instance attributes:
    numerator [int]: top
denominator [int > 0]: bottom"
...
def __eq__(self,q):
    """Returns: True if self, q equal,
    False if not, or q not a Fraction"
    if (not (hasattr(q,'numerator')) and
        hasattr(q,'denomenator')):
        return False
    left = self.numerator*q.denominator
    rght = self.denominator*q.numerator
    return left == rght
```
Typing Philosophy in Python

• **Duck Typing:**
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---

```
class Fraction(object):

    """Instance attributes:
    numerator [int]:   top
    denominator [int > 0]: bottom"

    def __eq__(self, q):
        """Returns: True if self, q equal,
        False if not, or q not a Fraction"
        if (not (hasattr(q, 'numerator') and
                 hasattr(q, 'denominator'))):
            return False
        left = self.numerator * q.denominator
        rght = self.denominator * q.numerator
        return left == rght
```

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Typing Philosophy in Python

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  - “Type” object is determined by its methods and properties
  - Not the same as `type()` value
  - Preferred by Python experts
  - Implement with `hasattr()`
    - `hasattr(object, string)`
    - Returns true if object has an attribute/method of that name

• This has many problems
  - The name tells you nothing about its specification

How to properly implement/use typing is a major debate in language design

• What we really care about is **specifications** (and **invariants**)

• Types are a “shorthand” for this

Different typing styles trade ease-of-use with overall program robustness/safety

```python
class Fraction(object):
    """Instance attributes:"
    numerator [int]: top
    denominator [int]: bottom"

...  
  def __eq__(self, q):
    """Returns: True if self, q equal, False if not, or q not a Fraction"
    if (not (hasattr(other, 'numerator') and
             hasattr(other, 'denominator'))):
        return False

    left = self.numerator * q.denominator
    right = self.denominator * q.numerator
    return left == right
```
Typing Philosophy in Python

• **Duck Typing:**
  - “Type” object is determined by its methods and properties
  - Not the same as `type()` value
  - Preferred by Python experts
• Implement with `hasattr()`
  - `hasattr(<object>,<string>)`
  - Returns true if object has an attribute/method of that name
• This has many problems
  - The name tells you nothing about its specification

```python
class Employee(object):
    """An Employee with a salary""
    ...
    def __eq__(self, other):
        if (not (hasattr(other,'name') and
                 hasattr(other,'start') and
                 hasattr(other,'salary')))
            return False
        return (self.name == other.name and
                self.start == other.start and
                self.salary == other.salary)
```