



Advanced Course of Python Programming Language: Object Oriented Programming (OOP)



Advanced Course of Python Programming Language: “Object Oriented Programming”

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Object Oriented Programming

Note:

This lecture includes about 100 slides and I just provide first 10 pages here. I added some exercises, homework and quizzes to furnish course better to understand. Also, there are some other sources which I used in this lecture, as below:

Ebook: Learning Python: Powerful Object-Oriented Programming, 5th Edition, O'Reilly, by "Mark Lutz"



Object Oriented Programming

Purposes and Outcomes of this Lesson

- 1- Design reusable Object-Oriented Python Classes
- 2- Apply powerful OOP concepts to handle complexity
 - ✓ Classes, instances
 - ✓ Encapsulation, inheritance, polymorphism
- 3- Handle errors (exceptions)
- 4- Serialize (store) objects for later use
- 5- Debug, test and benchmark your code



Object Oriented Programming

- 6- Learn OOP concepts used across many language:
Java, C++, JavaScripts, et al.
- 7- Be able to contribute python code on a professional level
- 8- Understand OOP terminology when discussed online or in interviews
- 9- Take an essential next step in your python education
- 10- if already familiar with OOP, see how it is applied in “Pythonic” way



Object Oriented Programming

OBJECT-ORIENTED PROGRAMMING (OOP)

- Developed in the 1960's (Simula67, Smalltalk)
- A paradigm for code organization and design
- The OOP Paradigm:
 - ✓ Organizes data into objects and functionality into method
 - ✓ Defines object specifications (data and methods) in classes
- Promote Collaboration, code extension and maintenance
- The primary paradigm for software design worldwide



Object Oriented Programming

Procedural vs. Object Paradigm

Procedural Paradigm

```
this = 0  
this = increment(this)  
this = increment(this)  
print(this)          #2
```

Object Paradigm

```
this = MyCustomInt()  
this.increment()  
this.increment()  
print(this)          #2  
(this is MyCustomInt object)
```

One definition of *object*: a unit of *data* that has associated *functionality*



Object Oriented Programming

Procedural vs. Object: Library Code

(this is for reference – we will discuss about details later)

Procedural Paradigm

```
def increment(arg):  
    arg = arg + 1  
    return arg
```

Object Paradigm

```
class MyCustomInt(object):  
    def __init__(self):  
        self.val = 0  
    def increment(self):  
        self.val = self.val + 1  
    def __repr__(self):  
        return str(self.val)
```



Object Oriented Programming

OOP: WHY?

- **OOP organize the code so it is:**
 - Easier to use
 - Easier to understand
 - Easier to maintain and extend
 - Easier to collaborate
- **Complexity must always be managed**
- **OOP is universal paradigm (many languages)**
- **Learning OOP is a necessary next step into the larger world of software engineering**



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Object Oriented Programming

OOP: three Pillars

- **Encapsulation**
- **Inheritance**
- **Polymorphism**



Object Oriented Programming

Object-Oriented Python

- Everything is an object, even number
- Other Languages employ primitives (non-object data)

What is an Object

- An object is a unit of data (having one or more attributes), of a particular class or type, with associated functionality (methods)

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**THANK YOU FOR
YOUR ATTENTION!**

You can keep in touch with me for any other possible helps or workshops, via:

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