

CSCA08 FALL 2017

WEEK 10 - ENCAPSULATION & ABSTRACTION, OOP DESIGN

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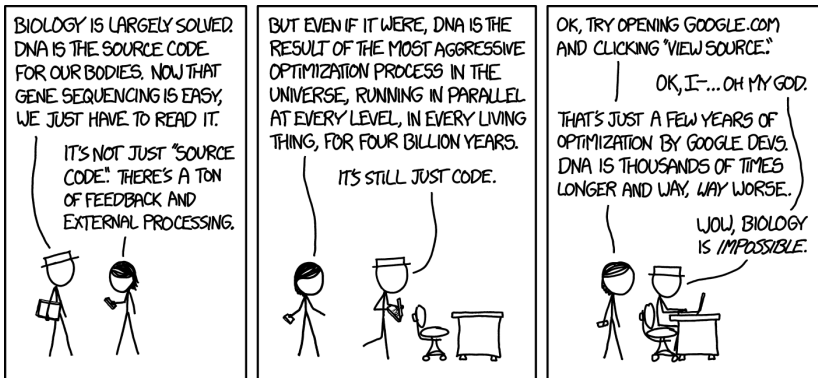
UML

- **Variables**
- Underscore in front of name means private
- Need to show type of all variables
- Include variables in the class where they can be found
- **Methods**
- Underscore in front of name means private (helper)
- Need to show type contract of all methods
- Include methods in the class where they can be found
- Include `__init__`, but (usually) not other system methods
- Don't need to show all getter/setter methods for private variables (assumed they're present)
- **Classes**
- Need to show all classes that you will write (don't show built-in/imported)
- Show relationships (with name) + cardinality between classes

ENCAPSULATION & ABSTRACTION

- Encapsulation
 - Grouping together data and functionality into a single class
 - Work with high level objects (Events, People, Buildings) instead of low-level details (ints, floats, dicts)
 - Simplify
- Abstractions
 - Hiding implementation details from outside users/code
 - Makes it easier to change code in the future
 - Reduce later dependencies
 - Simultaneous development

BREAK



ABSTRACT DATA TYPES

- Data Type: information stored and operations that can be performed
 - We've seen lots of these: str, float, list, dict, etc
- Abstract Data Type: Independent of the implementation

WHY ADTs?

- User doesn't care how it works
- Other developers shouldn't [need to] care about implementation details
- Examples:
 - dictionaries
 - lists
 - most things you interact with in the real world