

# CSCA08 FALL 2017

## WEEK 9 - OOP CONTINUED

Brian Harrington & Marzieh Ahmadzadeh

University of Toronto Scarborough

November 6 - 10, 2017



UNIVERSITY OF  
**TORONTO**  
SCARBOROUGH

# REVIEW OF OOP

- Create a class
- Define methods
- Create objects of that type
- self

# DOCUMENTATION

- Class Level Docstrings: Simple
- Method Docstrings: very similar to function docstrings, except no examples

# UML




















- Unified Modelling Language
- Very common in software engineering
- We will only be using a very stripped down version
- Allow us to work on the design without needing to worry about the next steps

## HOW CAN CLASSES BE RELATED

- Association
  - One object holds another object as a variable
  - *has-a* relationship
  - Example: A `Dog` *has-a* `Toy`
- Composition
  - One object is made up of many other objects
  - Usually only interact with composite object, no direct access to components
  - *part-of* relationship
  - Example: A `Room` is *part-of* a `Building`
- Inheritance
  - One class is a specific case of a more general class
  - *is-a* relationship
  - Examples: A `Student` *is-a* `Person`

## BREAK

HOW LONG CAN YOU WORK ON MAKING A ROUTINE TASK MORE EFFICIENT BEFORE YOU'RE SPENDING MORE TIME THAN YOU SAVE?  
(ACROSS FIVE YEARS)

		HOW OFTEN YOU DO THE TASK					
		50/DAY	5/DAY	DAILY	WEEKLY	MONTHLY	YEARLY
HOW MUCH TIME YOU SHAVE OFF	1 SECOND	 DAY	2 HOURS	30 MINUTES	4 MINUTES	1 MINUTE	5 SECONDS
	5 SECONDS	 DAYS	12 HOURS	2 HOURS	21 MINUTES	5 MINUTES	25 SECONDS
	30 SECONDS	 4 WEEKS	 3 DAYS	12 HOURS	2 HOURS	30 MINUTES	2 MINUTES
	1 MINUTE	 8 WEEKS	 6 DAYS	 1 DAY	4 HOURS	1 HOUR	5 MINUTES
	5 MINUTES	9 MONTHS	 4 WEEKS	 6 DAYS	21 HOURS	5 HOURS	25 MINUTES
	30 MINUTES		6 MONTHS	 5 WEEKS	 5 DAYS	 1 DAY	2 HOURS
	1 HOUR		10 MONTHS	2 MONTHS	 10 DAYS	 2 DAYS	5 HOURS
	6 HOURS				2 MONTHS	 2 WEEKS	 1 DAY
 1 DAY					 8 WEEKS	 5 DAYS	

# INHERITANCE IN PYTHON

- When we say `class ClassA(ClassB) :`, what we're saying is the `ClassA` is a **subclass** of `ClassB`, or that `ClassA` **inherits** from `ClassB`.
  - `ClassA` can use all of `ClassB`'s methods
  - or `ClassA` can **overwrite** `ClassB`'s methods with its own
  - **Basic idea:** if we call `ClassA.method_a()`, check for `method_a` in `ClassA`. If you can't find it, then check in `ClassB`