# CSCA08 FALL 2017

WEEK 9 - OOP CONTINUED

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# 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

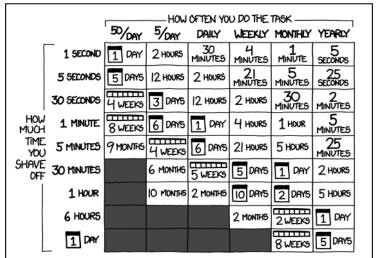
Review Documentation UML Relationships Break Inheritance

### 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)



Review Documentation UML Relationships Break Inheritance

### 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