

Objects Review

9 Nov 2009

CMPT140

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Quiz 04

(10 mins, 20 pts)

- Convert **11001011** from **binary** to both **hexadecimal** and **octal**, in Python form. [5]
- Express **4 mebibits/sec** in **bytes/sec** [4]
 - (express your answer in powers of 2)
- Describe and contrast a library's **header (DEF)** file with its **implementation (IMP)** file. What does this look like in Python? [6]
- What does the **.flush()** method do on **file** handles? When might it be needed, and why? [5]

Quiz 04: answers #1-2

- Convert **11001011** from **binary** to both **hexadecimal** and **octal**, in Python form. [5]
 - **Hex**: (1100)(1011) = **0xCB**
 - **Oct**: (011)(001)(011) = **0313**
- Express **4 mebibits/sec** in **bytes/sec** [4]
 - **Binary** units: 1 **mebibit** = 2²⁰ bits (~1.05Mb)
 - 8 **bits** = 1 **byte**
 - 4 mebibits/s = 4*2²⁰ bits/s = 2²² bits/s
= **2¹⁹ bytes/sec**

Quiz 04: answers #3

- Describe and contrast a library's **header** (**DEF**) file with its **implementation** (**IMP**) file. What does this look like in Python? **[6]**
 - **Header**: “**user manual**” for programmers, **declares** what functions/classes are provided by the library, and how to use them
 - **Implementation**: **hidden** from users of the library; bodies/**code** of the functions
 - In **Python**: both header and implementation are in the **same** *.py file

Quiz 04: answers #4

- What does the `.flush()` method do on `file` handles? When might it be needed, and why? [5]
 - **Buffered output:** `.write()` does not necessarily **commit** the changes to the file on hard disk right away, for **performance** reasons
 - `.flush()` **forces** the changes to be committed, **waiting** for the hard disk to finish writing before proceeding. Useful if you want to be **sure** the changes have been written (e.g., **auto-save** if program might crash)

Classes and instances

- We **define** (declare) object **classes** (types).
A class is a user-defined type, containing:
 - **Attributes**: data stored in each object
 - **Methods**: operations involving the object
 - ◆ **Constructor** method: how to set up a new object
 - ◆ **Destructor** method: how to destroy an object cleanly
- Then **instantiate** the class (declare variables)
- e.g.: **joe** is a variable of type **Student**
 - **joe** is the instance; **Student** is the class

Default params evaluate once

- Functions can have **default** parameter values:
 - ◆ `def __init__(self, f="", l=""):`
- Default values are evaluated **once** at declarat'n
 - ◆ `def __init__(self, f="", l="", bday=Date()): # wrong!`
 - This uses one **shared Date** object as the default birthday for every student!
- Use **None** as the default value, and **instantiate** a new object as the default value at **run time**:
 - ◆ `def __init__(self, f="", l="", bday=None):`
 - if `bday == None:`
 - `self.birthdate = Date()`

Listing all entities in a class

- Special Python attribute `'__dict__'`
- **Dictionary** of all entities in the object
 - For module: lists all **methods**, **constants**, etc.
`__module__`, `__doc__` (docstring)
 - ◆ `import math`
 - ◆ `math.__dict__`
 - ◆ `Student.__dict__`
 - For object: lists all **attributes**
`joe.__dict__`: `{'firstName': 'Joe', 'lastName': 'Smith', 'GPA': 3.8}`