

CS 209

Data Structures and Mathematical  
Foundations

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# Today's Topics

- Questions/Comments?
- Continue Python review
  - Dictionaries
  - sorted
  - Writing our own classes – the classes we write will be new types

# Word frequency

- Let's write a program utilizing split and a dictionary to determine word frequency in a file.
- We did that last class --- let's reread the code we have already and add more functionality to it.

# Dictionary methods and sorted

- These can be called on a dictionary object to return a list of information:
  - `items()`
  - `keys()`
  - `values()`
- Let's see what each of these returns
- `sorted(_____)` is a function that **returns** a sorted list of the parameter

# Dictionary methods and sorted

- `sorted( )` has an optional `key` parameter that is a **function** that determines what the list will be sorted by (the sort key).
- The word `key` in the parameter of `sorted()` is not the same meaning as the `key` in a dictionary.
- The function will expect as a parameter 1 element of the 1<sup>st</sup> parameter to `sorted`.

# class

- Recall what a type is in Python. e.g. `str` is a type for string data, `int` is a type for integer data and so on.
- Python allows programmers to define their own type by creating a class.
- Let's look at the `str` class (which is built-in to Python) to get a sense of the kinds of things it contains (data and methods that work on that data).
  - `help(str)`

# class

- Think of a **class** as containing
  - Data (aka **instance variables**)
  - **Methods** (functions that work on one or more instance variables of one **object** of the class)
- An **object** is an instance of a class.
- Example:  
word = 'Skidmore'  
another\_word = 'College'
- word and another\_word are both objects of the class str.

# class

- To allow a class to have objects created of that class type (that is, for a class to be an instantiable class) a special method called the constructor should be defined.

```
def __init__(self)
```

- Can have more parameters but **self** is first.
- Instance variables are preceded by **self**. within methods of the class.
- The **\_\_init\_\_** method is called automatically when instantiating an object of a class type.
- e.g. **\_\_init\_\_** in str class is called when we do:

```
word = 'Skidmore'
```

- Or more explicitly:

```
another_word = str('College')
```



# class

- Instance variables that start with `__` (two underscores) are private otherwise they are public.
- The effect of private instance variable are they cannot be referenced via an object. Public instance variables may be referenced via an object.

# Special methods / operator overloading

- Some special methods in classes
  - `__str__` --- gets called by `str(__)`
  - `__eq__` --- overloads the `==` operator
  - `__gt__`
  - `__lt__`
  - `__ge__`
  - `__le__`

# class

- Let's define a class that represents a Card.
- Then let's create Card objects in a program and use them.
- If there's time, let's start to create a Deck class.
- Things to think about:
  - What data represents a Card? That is, what does a Card have? Answers should become instance variables in the Card class.
  - What methods should exist in Card? That is, what can we do to/with a Card? Answers should become methods in the Card class.
  - Similar questions should be asked about a Deck,