

CS 209

Data Structures and Mathematical
Foundations

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Today's Topics

- Questions/Comments?
- Continue Python review
 - Writing our own classes – finish the Deck class

class

- What does a class need to be instantiable (that is, to be able to make objects of that class type)?

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

- What is a constructor? What do we name it?
- How to we create instance variables?

class

- Let's continue writing the Deck class
 - We'll add cut, shuffle and deal methods

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__`