

CS 106

Introduction to Computer Science I

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Today's Topics

- Questions / comments?
- Review recent code to make sure everyone knows how to
 - Create an object of a class type by calling the constructor
 - Use an object of a class type to be able to call methods within the class
 - Write a class to represent a Rectangle
- Another import statement (using from)
- Special methods / operator overloading
- Continue with PokerHand class

Objects of classes

- How to:
- Create an object of a class type by calling the constructor
- Use an object of a class type to be able to call methods within the class

classes

- Tell me what you know about classes, instance variables, constructor method and other methods
- Objects?
- Private vs. public instance variables?

classes

- Let's write a class to represent a Rectangle
- What instance variables describe a rectangle?
- Should they be public or private?

import

- If do:

```
import playing_cards
```

- To use the Deck class you must do something like:

```
mydeck = playing_cards.Deck()
```

- If do:

```
from playing_cards import Deck
```

- Can do this instead:

```
mydeck = Deck()
```

Special methods / operator overloading

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

Overload operators

- Let's add the special methods to the Card class and see how they work

PokerHand

- Poker_Hand class
 - Add a `__hand_val` instance variable that holds 0,1,2,...,8 (where 0 means High card, 1 means One pair, etc.). Assign it in the `determine_hand_type` method.
 - Add a `get_hand_val` method that returns the value
 - This will allow easily counting up which hands are which values.