

Object Oriented Programming

- What is object-oriented programming?
 - A way of thinking and structuring a program
 - Instead of just writing line-by-line, make objects and then use them
- Why do we care?
 - NLTK (Natural Language Toolkit), a very important library for linguists
 - We've been working with objects all along! (Strings and lists)
 - It can make programming simpler

What Is An Object?

- An object is hard to define
 - Think of it as a container for data
 - Two important things: fields and methods
 - Fields: data stored in the object
 - Example: A string is a type of object
 - A data field in a string would be its length
 - A method for a string would be split

How Do You Use An Object?

- Let's say you have an object called a Person.
- Person has the data fields name and age, and method greet.

```
doug = Person()
```

```
doug.name = "Doug Jones"
```

```
doug.age = 22
```

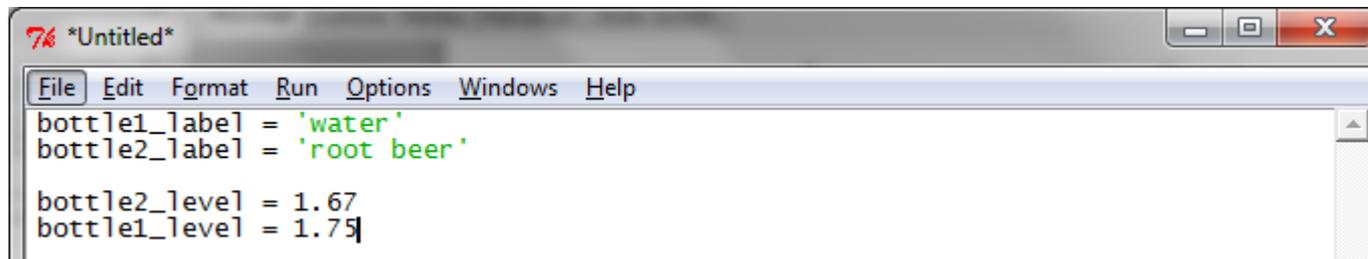
```
doug.greet() ← assume we have this defined
```

```
→ "Doug Jones says hello!"
```

- Does this syntax look familiar?

Why Use Objects?

- Imagine trying to compare two bottles
- These two bottles have a name, indicating what liquid is in them
- They also have a number indicating how much liquid is in them



```
7% *Untitled*  
File Edit Format Run Options Windows Help  
bottle1_label = 'water'  
bottle2_label = 'root beer'  
  
bottle2_level = 1.67  
bottle1_level = 1.75
```

Why Use Objects? Part 2

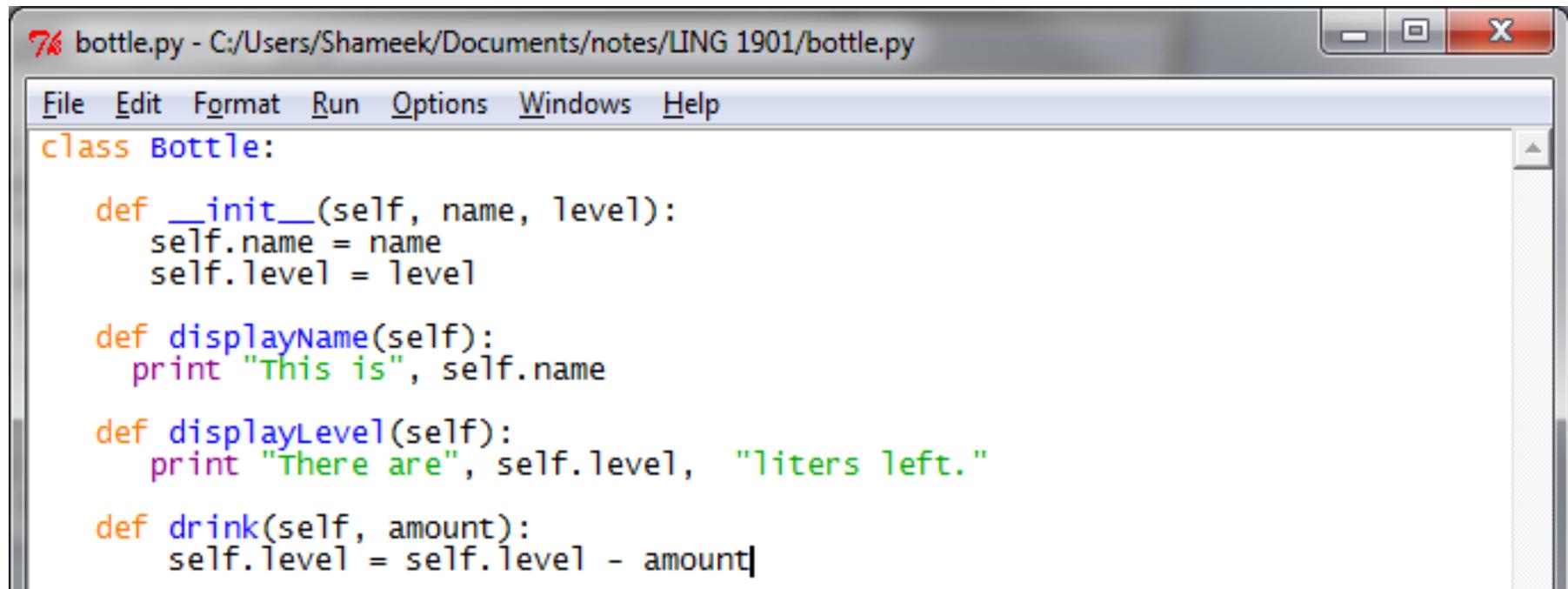
- Imagine having to change the level in one of these bottles, repeatedly, because someone is drinking from it
- With an object, you can have a method that represents this

- Instead of:

```
bottle1.level = bottle1.level -  
0.25
```

```
bottle.drink(0.25)
```

How To Make Objects



```
bottle.py - C:/Users/Shameek/Documents/notes/LING 1901/bottle.py
File Edit Format Run Options Windows Help
class Bottle:
    def __init__(self, name, level):
        self.name = name
        self.level = level
    def displayName(self):
        print "This is", self.name
    def displayLevel(self):
        print "There are", self.level, "liters left."
    def drink(self, amount):
        self.level = self.level - amount
```

Some notes on that

- What is this “self” thing?
 - Objects are built from the inside, so an object needs a way to refer to itself
 - `__init__` is how you build an object – every object has one
 - The method you build an object with is called a constructor
 - It carves out a space in memory and inserts everything into the correct place

How To Use Objects

```
Python Shell
File Edit Shell Debug Options Windows Help
Python 2.7.3 | 64-bit | (default, Aug 8 2013, 05:30:12) [MSC v.1500 64 bit (AMD64)] on win32
Type "copyright", "credits" or "license()" for more information.
>>> ===== RESTART =====
>>>
>>> coke = Bottle("Coke", 2.0)
>>> coke.name
'coke'
>>> coke.level
2.0
>>> coke.displayName()
This is Coke
>>> coke.displayLevel()
There are 2.0 liters left.
>>> coke.drink(0.5)
>>> coke.level
1.5
>>> coke.displayLevel()
There are 1.5 liters left.
>>>
```

How To Use Objects, Part 2

```
Python Shell
File Edit Shell Debug Options Windows Help
Python 2.7.3 | 64-bit | (default, Aug 8 2013, 05:30:12) [MSC v.1500 64 bit (AMD64)] on win32
Type "copyright", "credits" or "license()" for more information.
>>> ===== RESTART =====
>>>
>>> coke = Bottle("Coke", 2.0)
>>> coke.name
'Coke'
>>> coke.level
2.0
>>> coke.displayName()
This is Coke
>>> coke.displayLevel()
There are 2.0 liters left.
>>> coke.drink(0.5)
>>> coke.level
1.5
>>> coke.displayLevel()
There are 1.5 liters left.
>>> water = Bottle("water", 2.0)
>>> water.level < coke.level
False
>>> water == coke
False
>>> water.name
'water'
>>> water.displayName()
This is water
>>> water.displayLevel()
There are 2.0 liters left.
>>>
```

Again, why Do we Care?

- You have been working with objects all along (Strings and lists)
- Knowing how objects work helps you understand the way people program
- Many libraries which you might use if you get deeper into programming use objects (NLTK, BeautifulSoup, minidom, etc.)