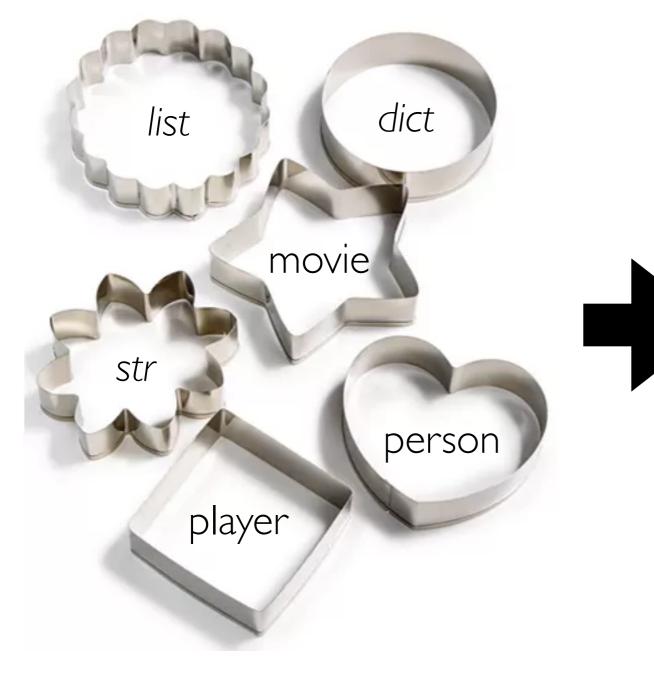
[320] Special Methods

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Review

Classes and Other Types



OBJECTS



```
class Dog:
    def init(dog):
        print("created a dog") is this printed? do we crash?
        dog.name = name
        dog.age = age

def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)

fido = Dog()
```

```
class Dog:
    def __init__(dog, name, age):
        print("created a dog") is this printed? do we crash?
        dog.name = name
        dog.age = age

def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)

fido = Dog("Fido", 9)
```

```
class Dog:
    def init (dog, name, age):
        print("created a dog")
        dog.name = name
        dog.age = age
    def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)
fido = Dog("Fido", 9)
                           # |
speak(fido, 5)
                           # 2
fido.speak(5)
                                    which call won't work?
                           # 3
Dog.speak(fido, 5)
type(fido).speak(fido, 5)
                           # 4
```

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fido = Dog("Fido", 9)
                            # |
speak(fido, 5)
                            # 2
fido.speak(5)
                                  which one is NOT an example
                            # 3
Dog.speak(fido, 5)
                                  of type-based dispatch?
type(fido).speak(fido, 5)
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class Dog:
    def init (dog, name, age):
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        print(dog.name + ": " + "bark!"*mult)
fido = Dog("Fido", 9)
speak(fido, 5)
                            # 2
fido.speak(5)
                                  > which one is NOT an example
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Dog.speak(fido, 5)
                                   of type-based dispatch?
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class Dog:
    def __init__(dog, name, age):
         print("created a dog")
         dog.name = name
         dog.age = age
    def speak(dog, mult):
         print(dog.name + ": " + "bark!"*mult)
fido = Dog("Fido", 9)
speak(fido, 5)
                            # 2
fido.speak(5)
                        <del># 3</del>
Dog.speak(fido, 5)
                                   which call style is preferred?
type(fido).speak(fido, 5)
                            # 4
```

```
class Dog:
    def __init__(dog, name, age):
        print("created a dog")
        dog.name = name
        dog.age = age
    def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)
fido = Dog("Fido", 9)
fido.speak(5)
                                    preferred style
```

```
class Dog:
    def init (dog, name, age):
        print("created a dog")
        dog.name = name
        dog.age = age ____ what will be passed to the dog param?
    def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)
fido = Dog("Fido", 9)
fido.speak(5)
```

what is a better name for the receiver parameter?

```
class Dog:
    def init (dog, name, age):
        print("created a dog")
        dog.name = name
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    def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)
fido = Dog("Fido", 9)
fido.speak(5)
```

```
Review Classes
                                what is a better name for
                                the receiver parameter?
                                    answer: self
class Dog:
    def init (dog, name, age):
        print("created a dog")
        dog.name = name
        dog.age = age
    def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)
fido = Dog("Fido", 9)
fido.speak(5)
```

```
init___ is a special method,
                            with non-standard behavior
class Dog:
    def __init__(dog, name, age):
        print("created a dog")
        dog.name = name
        dog.age = age
    def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)
fido = Dog("Fido", 9)
fido.speak(5)
```

There are MANY special method names: https://docs.python.org/3/reference/datamodel.html#special-method-names

We'll learn a few:

__str__, __repr__, _repr_html_

__eq__, __lt__

__len__, __getitem__

__enter__, __exit__

control how an object looks when we print it or see it in Out[N]

generate HTML to create more visual representations of objects in Jupyter. Like tables for DataFrames

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define how == behaves for two
different objects

__len__, __getitem__

define how a list of objects should be sorted

__enter__, __exit__

c = (a==b) # type of c?

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```
__str__, __repr__, _repr_html_
```

```
__eq__, __lt__
```

```
__len__, __getitem__
```

enter , exit

```
build our own sequences that we index, slice, and loop over:
```

```
val = obj[idx] what goes
vals = obj[3:7] in brackets?
for x in obj:
    print(x)
```

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```
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__eq__, __lt__
```

```
__len__, __getitem__
```

```
__enter__, __exit__
```

```
context managers
```

```
with open("file.txt") as f:
    data = f.read()
# automatically close
```

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We'll learn a few:

__str__, __repr__, _repr_html_ __ example I: dogs

__eq_, __lt__

__len__, __getitem__

__enter__, __exit__

There are MANY special method names: https://docs.python.org/3/reference/datamodel.html#special-method-names

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example 2: range(...)

__enter__, __exit__

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example 3: make our own Series

__enter__, __exit__

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We'll learn a few:

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__eq__, __lt__

__len__, __getitem__

__enter__, __exit__

example 4: plots inside a "with" block will have extra large font

Demos