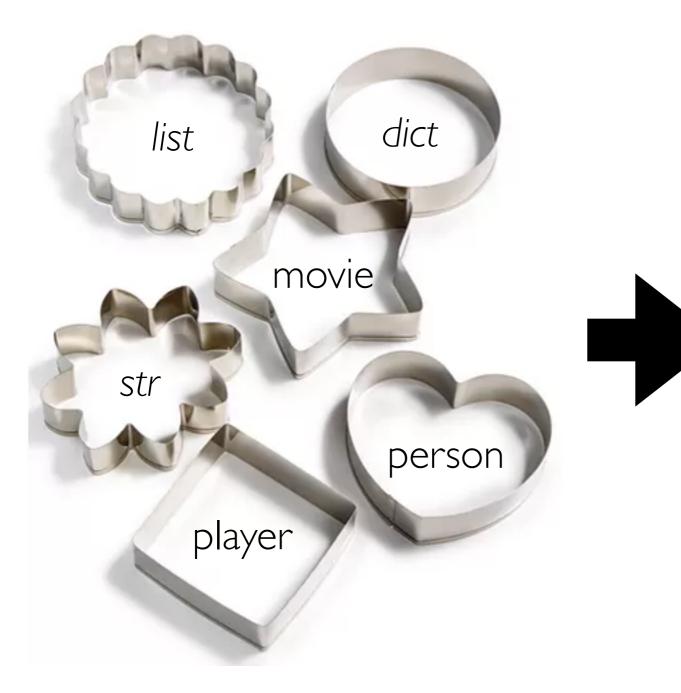
[320] Special Methods

Tyler Caraza-Harter



Classes and Other Types



Objects



https://www.macys.com/shop/product/martha-stewart-collection-set-of-6-cookie-cutters-created-for-macys?ID = 5467270

class Dog: def init(dog): print("created a dog") dog.name = name dog.age = age

which one is an attribute?

- I. dog
- 2. name
- 3. mult
- 4. fido

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

fido = Dog()

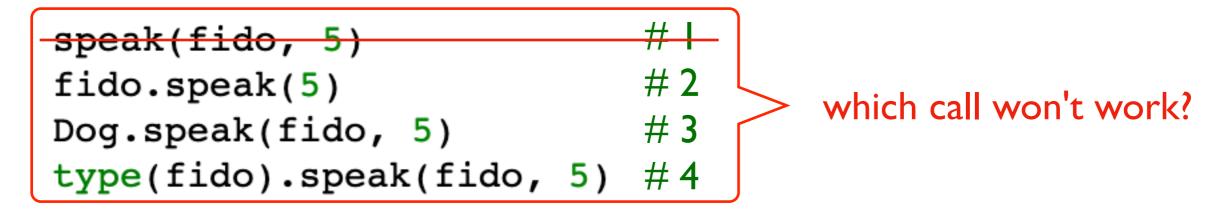
```
class Dog:
    def init(dog):
        print("created a dog") is this printed? do we crash?
        dog.name = name
        dog.age = age
    def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)
```

```
fido = Dog()
```

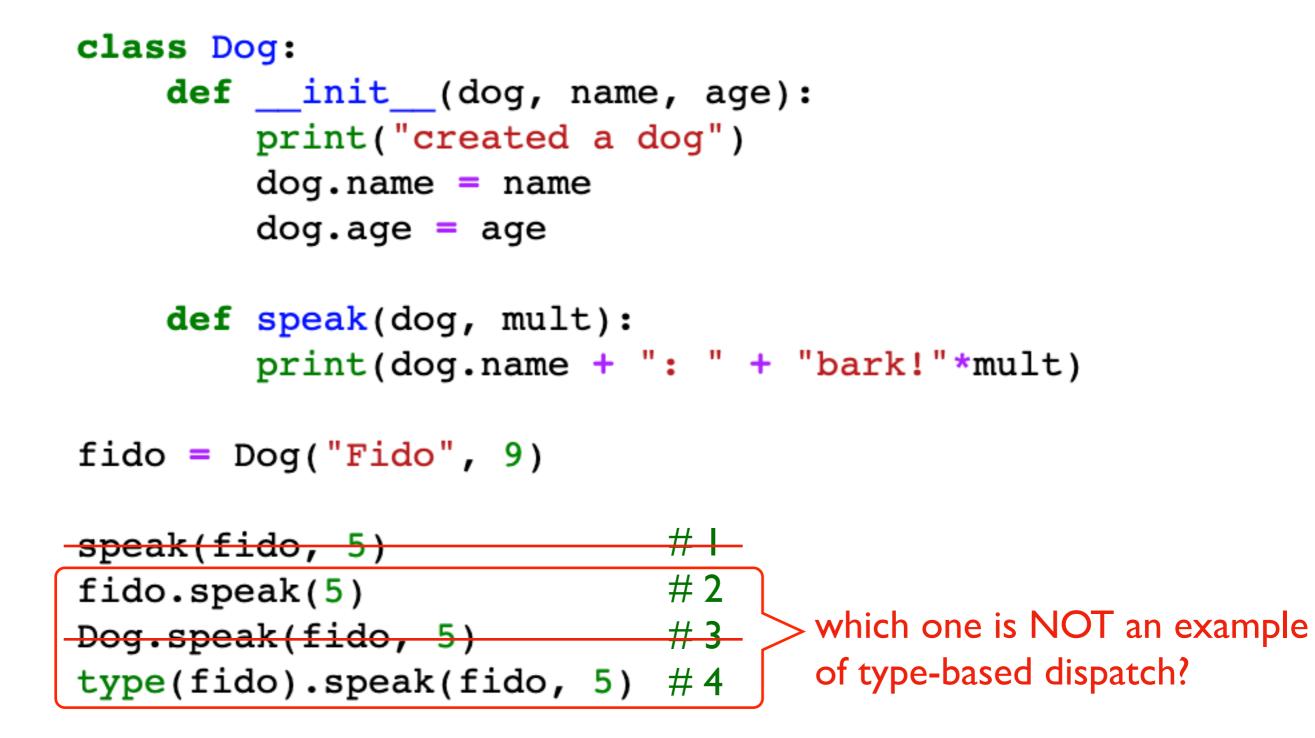
```
class Dog:
    def __init__(dog, name, age):
        print("created a dog") is this printed? do we crash?
        dog.name = name
        dog.age = age
    def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)
fido = Dog("Fido", 9)
```

```
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
```

```
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)
```



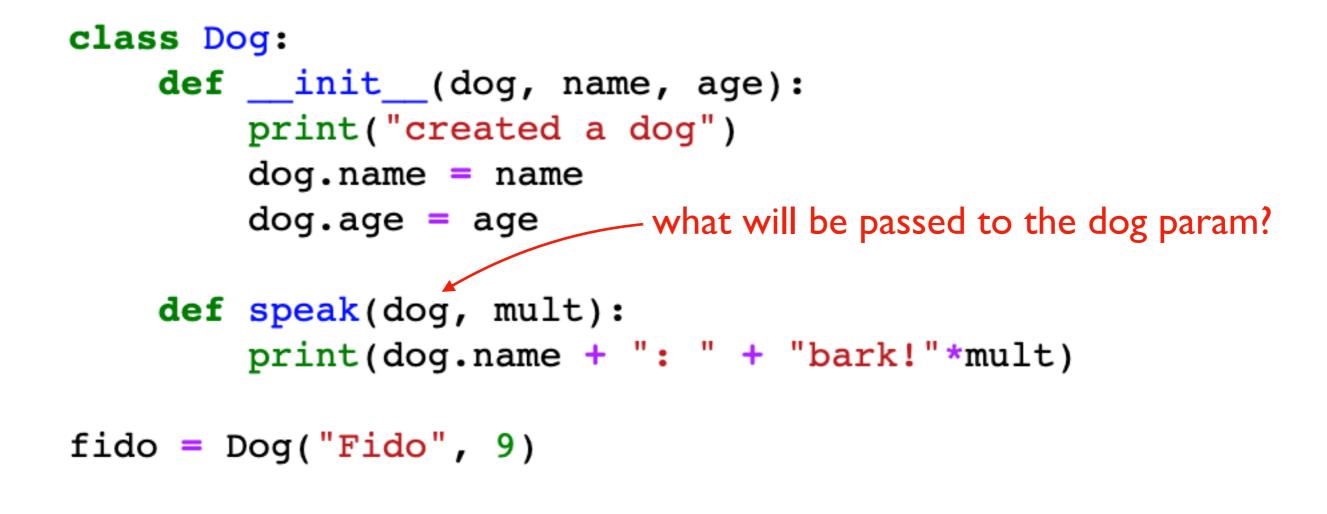
class Dog: **def** init (dog, name, age): print("created a dog") dog.name = name dog.age = age def speak(dog, mult): print(dog.name + ": " + "bark!"*mult) fido = Dog("Fido", 9)# speak(fido, 5) #2 fido.speak(5) - which one is NOT an example #3 Dog.speak(fido, 5) of type-based dispatch? type(fido).speak(fido,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

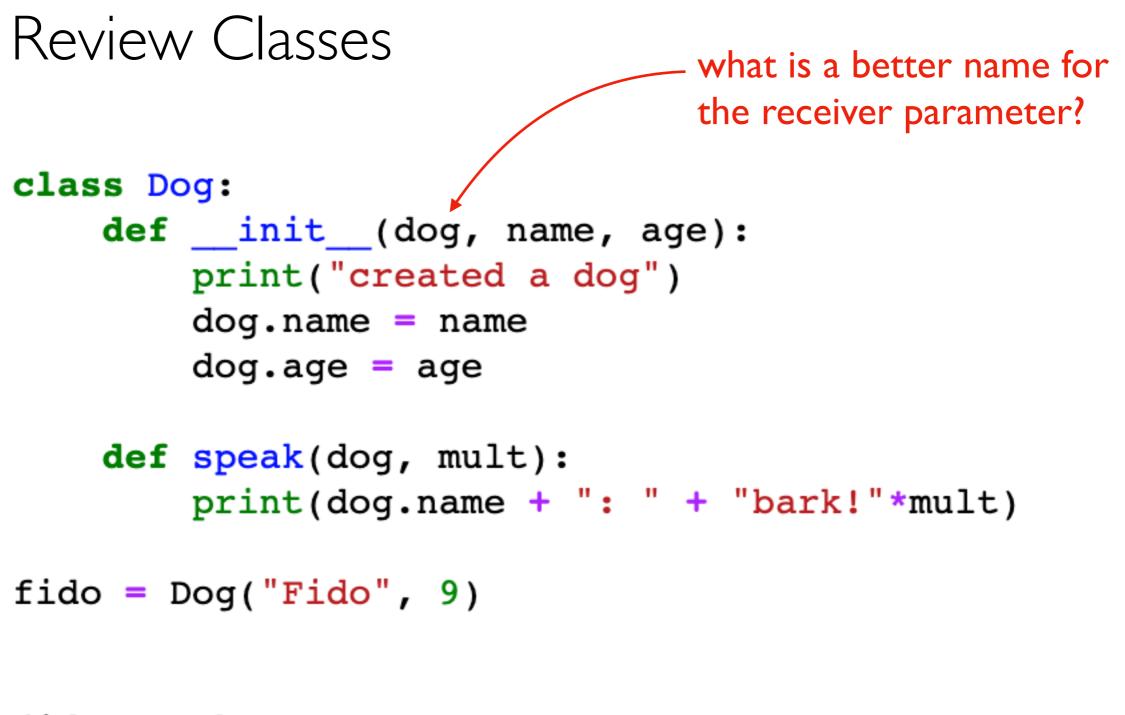


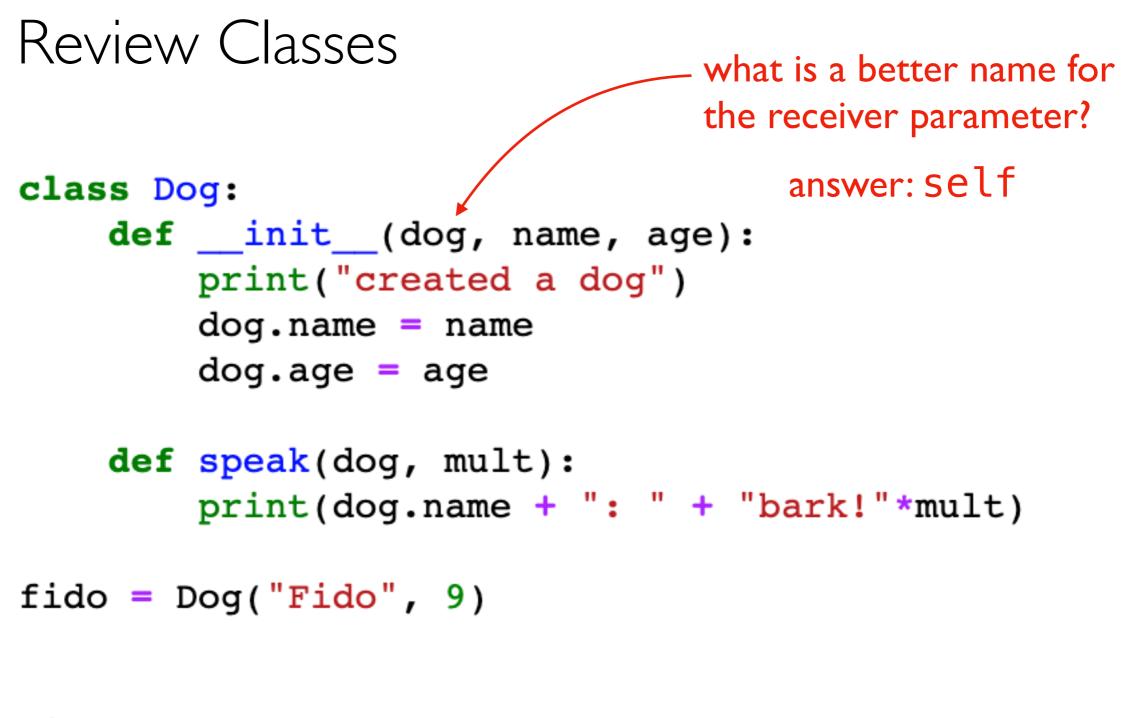
class Dog: def __init__(dog, name, age): print("created a dog") dog.name = name dog.age = age def speak(dog, mult): print(dog.name + ": " + "bark!"*mult) fido = Dog("Fido", 9)speak(fido, 5) #2 fido.speak(5)

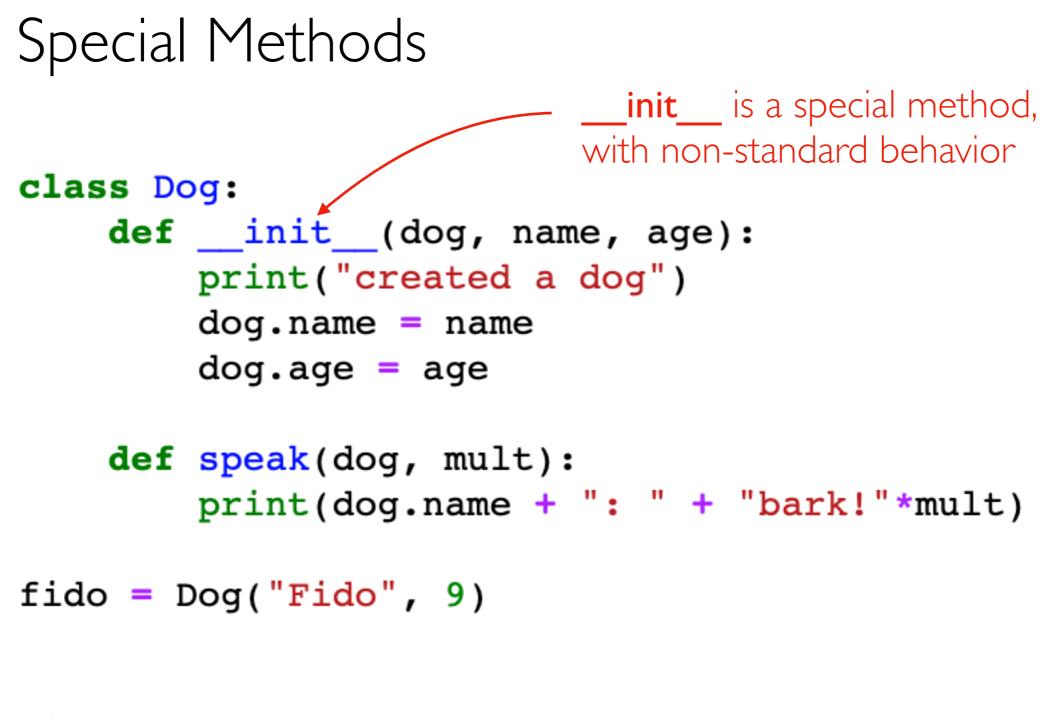
Dog.speak(fido, 5) #3 which call style is preferred?
type(fido).speak(fido, 5) #4

```
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
```









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

We'll learn a few:

__str_, __repr_, _repr_html_

___eq__**,** ___lt___

__len__, __getitem__

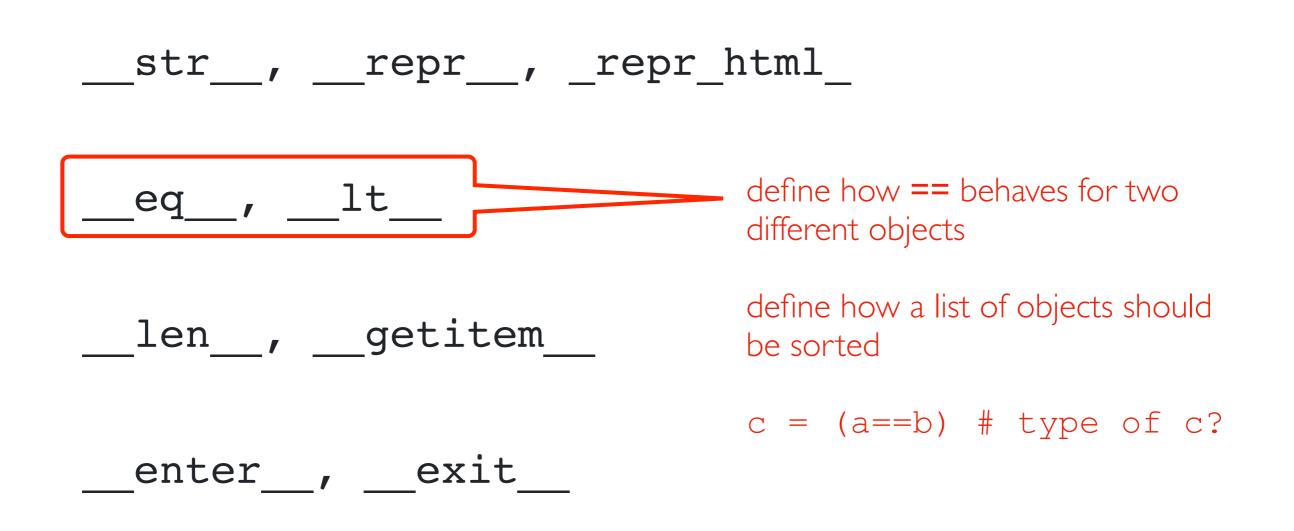
control how an object looks when we print it or see it in Out[N]

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

___enter__**,** ___exit___

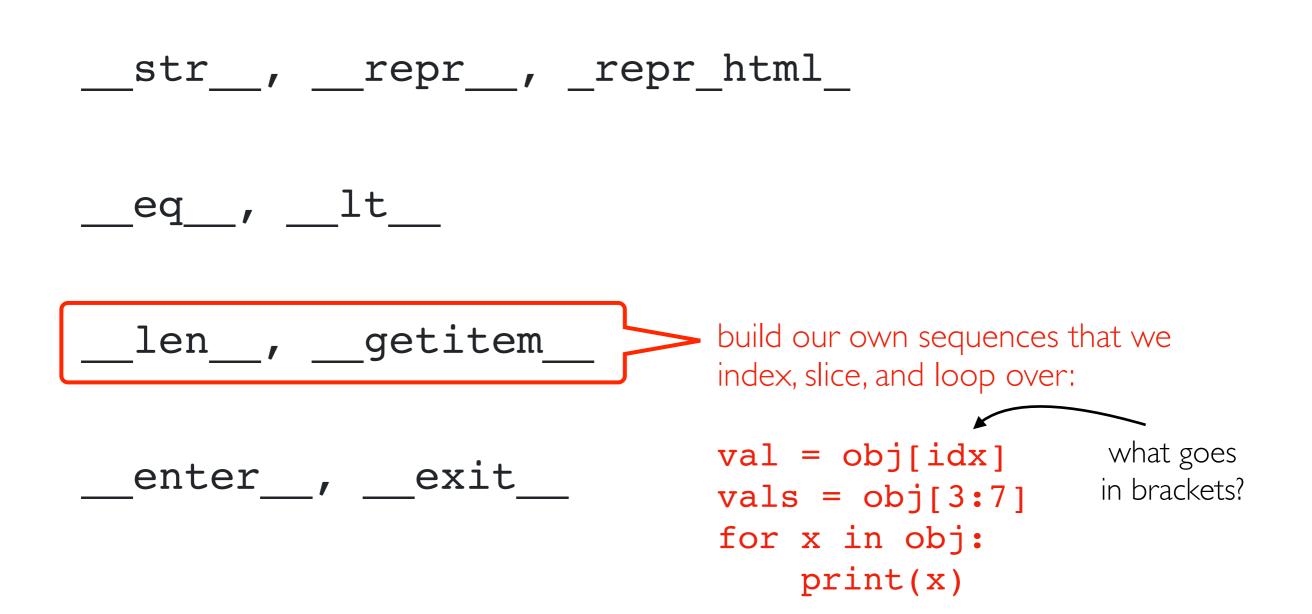
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We'll learn a few:



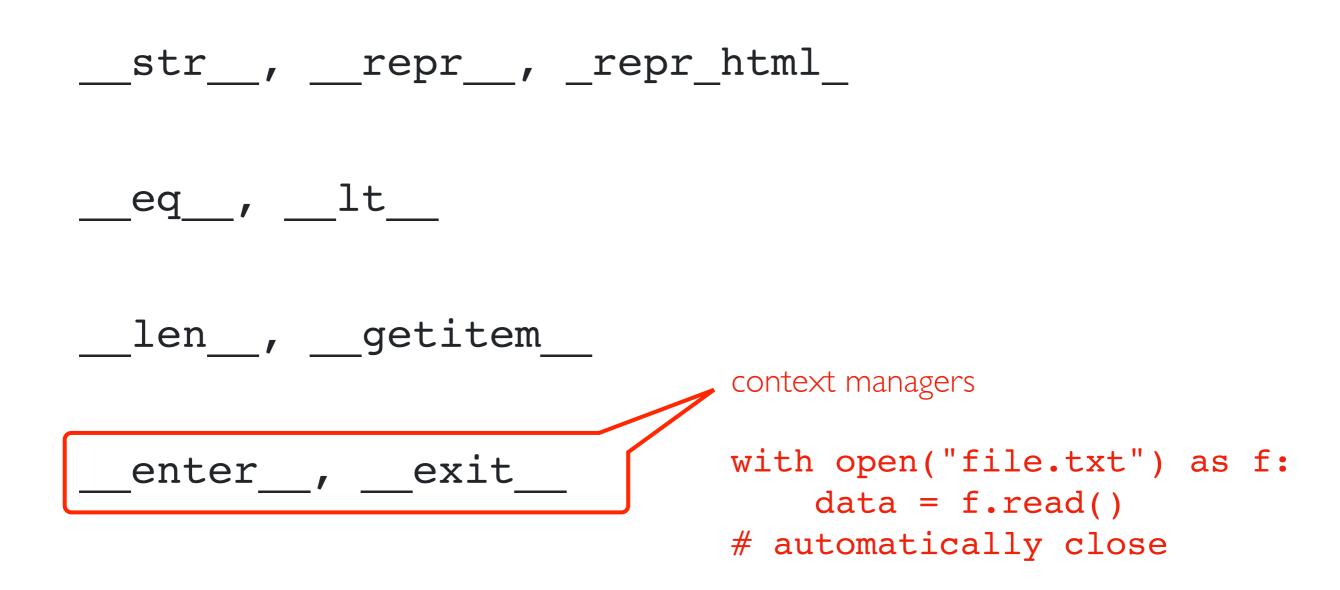
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There are MANY special method names: <u>https://docs.python.org/3/reference/datamodel.html#special-method-names</u>

We'll learn a few:



Demos