

61A Lecture 12

Announcements

Objects

(Demo)

Objects

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- In Python, every value is an object
 - All **objects** have **attributes**

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 - A lot of data manipulation happens through object **methods**

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- Object-oriented programming:
 - A metaphor for organizing large programs
 - Special syntax that can improve the composition of programs
- In Python, every value is an object
 - All **objects** have **attributes**
 - A lot of data manipulation happens through object **methods**
 - Functions do one thing; objects do many related things

Example: Strings

(Demo)

Representing Strings: the ASCII Standard

American Standard Code for Information Interchange

ASCII Code Chart

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	SO	SI
1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
2		!	"	#	\$	%	&	'	()	*	+	,	-	.	/
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
5	P	Q	R	S	T	U	V	W	X	Y	Z	[\]	^	_
6	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
7	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL

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2		!	"	#	\$	%	&	'	()	*	+	,	-	.	/
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
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ASCII Code Chart

"Line feed" (\n)

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2		!	"	#	\$	%	&	'	()	*	+	,	-	.	/
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
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"Bell" (\a) points to BEL (row 0, column 7)

"Line feed" (\n) points to LF (row 0, column 11)

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艱	色	艷	艷	艷	艷	艷	艸
8271	8272	8273	8274	8275	8276	8277	8278
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8371	8372	8373	8374	8375	8376	8377	8378
葱	菴	葳	葳	葵	葶	葶	蔥

http://ian-albert.com/unicode_chart/unichart-chinese.jpg

Representing Strings: the Unicode Standard

- 109,000 characters

聾	聾	聾	聽	聵	聶	職	聾
8071	8072	8073	8074	8075	8076	8077	8078
健	腭	腳	腴	暇	暇	膈	腸
8171	8172	8173	8174	8175	8176	8177	8178
艱	色	艷	艷	艷	艷	艷	艸
8271	8272	8273	8274	8275	8276	8277	8278
菘	菘	荳	菴	葱	苳	荷	葶
8371	8372	8373	8374	8375	8376	8377	8378
葱	菘	葳	葳	葵	葶	葶	蔥

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Representing Strings: the Unicode Standard

- 109,000 characters
- 93 scripts (organized)

聾	聾	聾	聽	聵	聶	職	聾
8071	8072	8073	8074	8075	8076	8077	8078
健	腭	腳	腴	暇	暇	膈	腸
8171	8172	8173	8174	8175	8176	8177	8178
艱	色	艷	艷	艷	艷	艷	艸
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- Enumeration of character properties, such as case

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Representing Strings: the Unicode Standard

- 109,000 characters
- 93 scripts (organized)
- Enumeration of character properties, such as case
- Supports bidirectional display order

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健	腭	腳	腴	暇	暇	膈	腸
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Representing Strings: the Unicode Standard

- 109,000 characters
- 93 scripts (organized)
- Enumeration of character properties, such as case
- Supports bidirectional display order
- A canonical name for every character

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8071	8072	8073	8074	8075	8076	8077	8078
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U+0058 LATIN CAPITAL LETTER X

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U+0058 LATIN CAPITAL LETTER X

U+263a WHITE SMILING FACE

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U+263a WHITE SMILING FACE

U+2639 WHITE FROWNING FACE

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健	腓	腳	腓	腓	腓	腓	腸
8171	8172	8173	8174	8175	8176	8177	8178
艷	色	艷	艷	艷	艷	艷	艷
8271	8272	8273	8274	8275	8276	8277	8278
菀	菀	荳	菀	菀	菀	菀	菀
8371	8372	8373	8374	8375	8376	8377	8378
菀	菀	菀	菀	菀	菀	菀	菀

http://ian-albert.com/unicode_chart/unichart-chinese.jpg

U+0058 LATIN CAPITAL LETTER X

U+263a WHITE SMILING FACE

U+2639 WHITE FROWNING FACE



(Demo)

Mutation Operations

Some Objects Can Change

[Demo]

Some Objects Can Change

[Demo]

First example in the course of an object changing state

Some Objects Can Change

[Demo]

First example in the course of an object changing state


The same object can change in value throughout the course of computation

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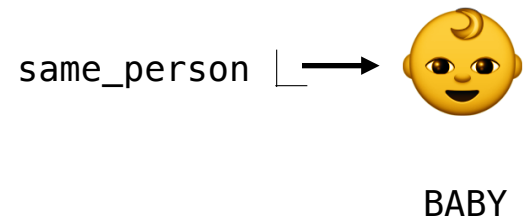
same_person \mapsto 

Some Objects Can Change

[Demo]

First example in the course of an object changing state

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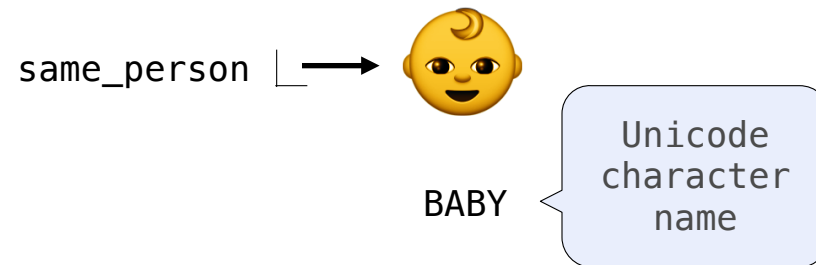


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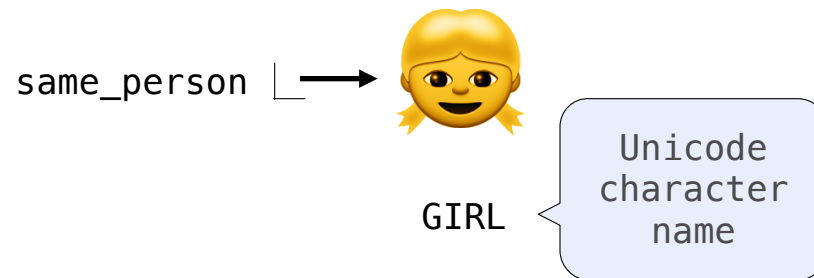


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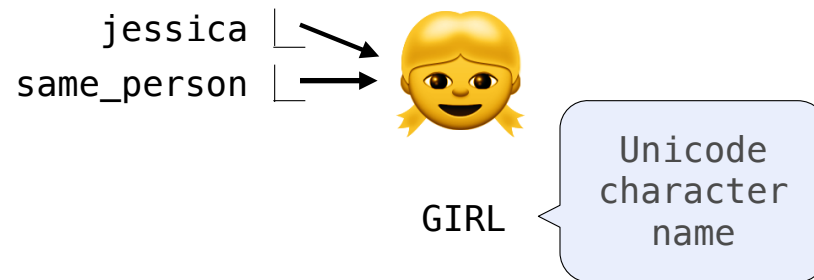


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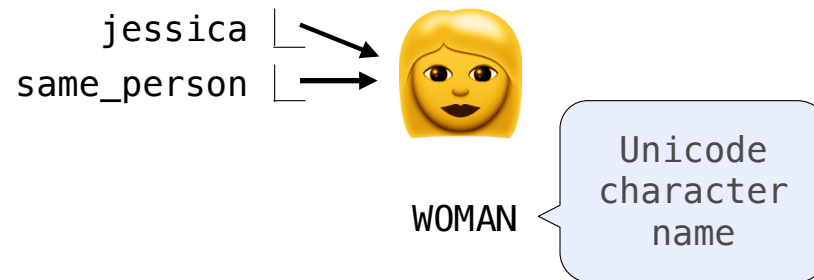


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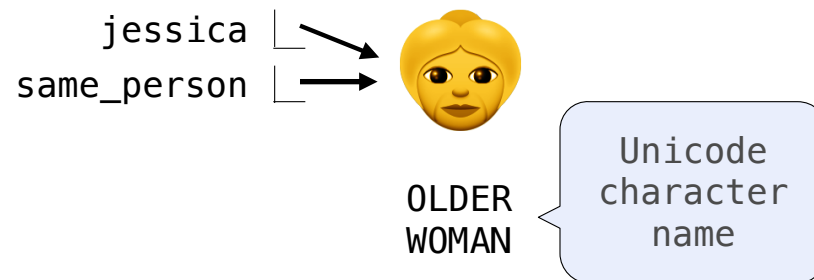


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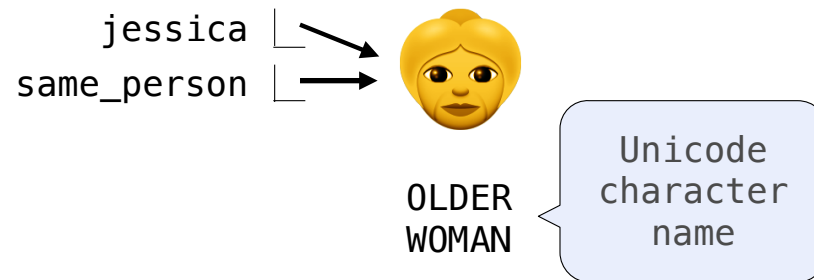


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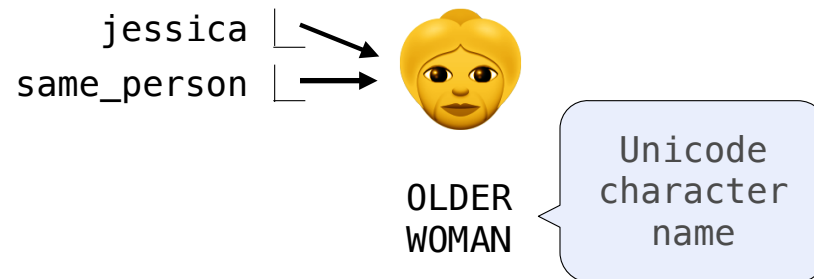
All names that refer to the same object are affected by a mutation

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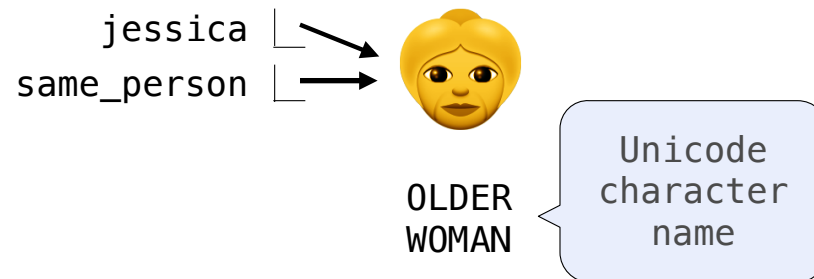
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All names that refer to the same object are affected by a mutation

Only objects of *mutable* types can change: lists & dictionaries

{Demo}

Limitations on Dictionaries

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Dictionaries are **unordered** collections of key-value pairs

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This first restriction is tied to Python's underlying implementation of dictionaries

The second restriction is part of the dictionary abstraction

If you want to associate multiple values with a key, store them all in a sequence value:
`{'odds': [1, 3, 5], 'evens': [2, 4, 6]}`

Mutation Can Happen Within a Function Call

A function can change the value of any object in its scope

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```
>>> four = [1, 2, 3, 4]
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```
>>> four = [1, 2, 3, 4]
>>> len(four)
4
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>>> four = [1, 2, 3, 4]
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>>> mystery(four)
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>>> len(four)
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```

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```
>>> four = [1, 2, 3, 4]
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4
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```
def mystery(s):
    s.pop()
    s.pop()
```

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>>> another_mystery() # No arguments!
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Tuples

(Demo)

Tuples are Immutable Sequences

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Immutable values are protected from mutation

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>>> turtle = (1, 2, 3)
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The value of an expression can change because of changes in names or objects

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>>> x + x
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An immutable sequence may still change if it *contains* a mutable value as an element

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>>> x + x
[1, 2, 3, 1, 2, 3]
```

An immutable sequence may still change if it *contains* a mutable value as an element

```
>>> s = ([1, 2], 3)
>>> s[0] = 4
ERROR
```

```
>>> s = ([1, 2], 3)
>>> s[0][0] = 4
>>> s
```


Tuples are Immutable Sequences

Immutable values are protected from mutation

```
>>> turtle = (1, 2, 3)
>>> ooze()
>>> turtle
(1, 2, 3)
```

Next lecture: ooze can change turtle's binding

```
>>> turtle = [1, 2, 3]
>>> ooze()
>>> turtle
['Anything could be inside!']
```

The value of an expression can change because of changes in names or objects

Name change:

```
>>> x = 2
>>> x + x
4
>>> x = 3
>>> x + x
6
```

Object mutation:

```
>>> x = [1, 2]
>>> x + x
[1, 2, 1, 2]
>>> x.append(3)
>>> x + x
[1, 2, 3, 1, 2, 3]
```

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```
>>> s = ([1, 2], 3)
>>> s[0] = 4
ERROR
```

```
>>> s = ([1, 2], 3)
>>> s[0][0] = 4
>>> s
([4, 2], 3)
```

Mutation

Sameness and Change

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- As long as we never modify objects, a compound object is just the totality of its pieces

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>>> a = [10]
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True
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[10, 20]
>>> a == b
False
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Identity Operators

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evaluates to `True` if both `<exp0>` and `<exp1>` evaluate to the same object

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Identical objects are always equal values

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(Demo)

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>>> def f(s=[]):  
...     s.append(3)  
...     return len(s)  
... 
```

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A default argument value is part of a function value, not generated by a call

```
>>> def f(s=[]):  
...     s.append(3)  
...     return len(s)  
...  
>>> f()  
1
```


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```
>>> def f(s=[]):  
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...     return len(s)  
...  
>>> f()  
1  
>>> f()  
2
```

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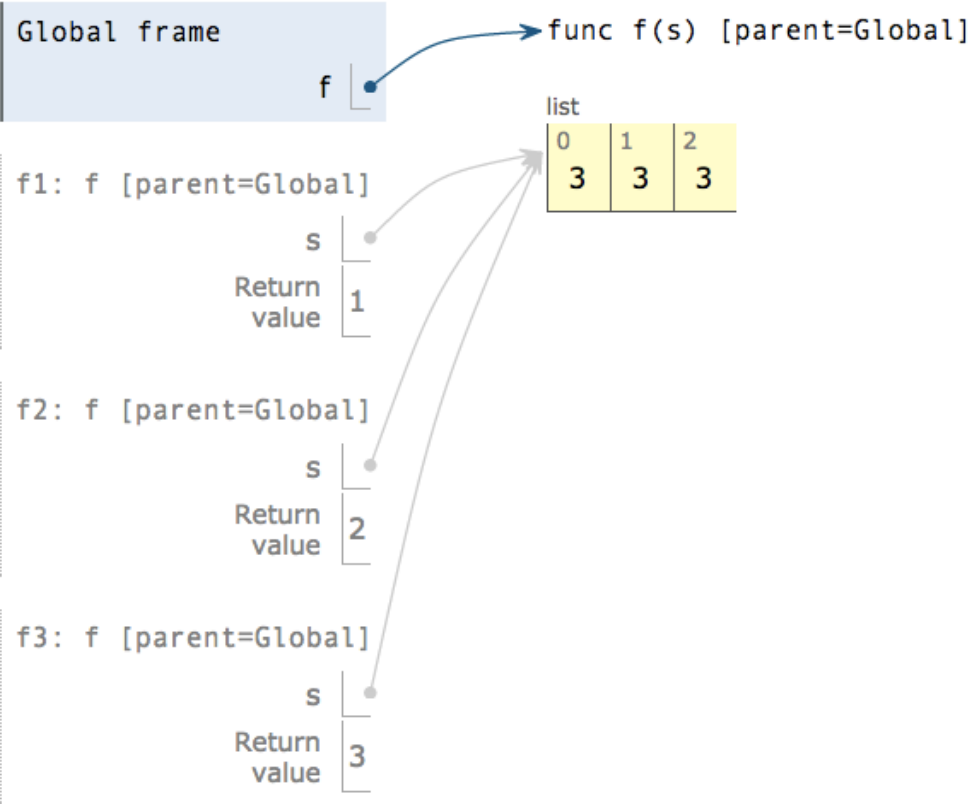
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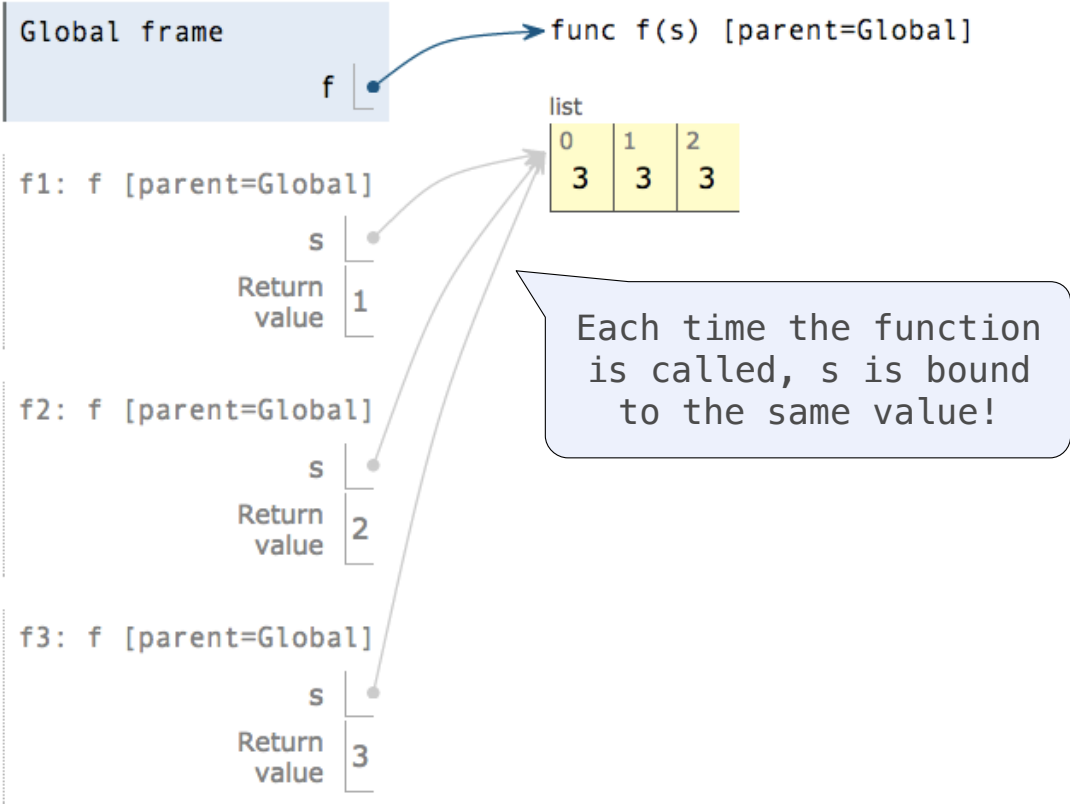


Interactive Diagram

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Interactive Diagram