Object-oriented Practice

**COMP110 - CL22** 2024/04/25



# **Closing Out the Semester**

- - Due LDOC

- Final Exam
  - Friday, May 3rd at 8am
  - Conflict? Makeup: Saturday, May 4th at 12pm in SN014

• EX07 - Compstagram - Build photo filters with classes, objects, and algorithms

## Warm-up: Trace a Memory Diagram

```
class Point:
 2
          x: float
 3
          y: float
 4
 5
          def __init__(self, x: float, y: float):
 6
              self_x = x
 7
              self_y = y
 8
 9
10
      class Line:
11
          start: Point
12
          end: Point
13
14
          def __init__(self, start: Point, end: Point):
15
              self_start = start
16
              self_end = end
17
18
      p0: Point = Point(1.0, 1.0)
19
      p1: Point = Point(1.0, 3.0)
20
      a_line: Line = Line(p0, p1)
21
      print(a_line.end.y)
22
```

#### Submit responses to Gradescope



```
class Point:
 1
 2
         x: float
 3
         y: float
 4
 5
         def __init__(self, x: float, y: float):
             self_x = x
 6
 7
             self_y = y
 8
 9
10
     class Line:
11
         start: Point
12
         end: Point
13
14
         def ___init__(self, start: Point, end: Point):
15
             self.start = start
             self.end = end
16
17
18
19
     p0: Point = Point(1.0, 1.0)
     p1: Point = Point(1.0, 3.0)
20
     a_line: Line = Line(p0, p1)
21
     print(a_line.end.y)
22
```

```
class Point:
 1
         x: float
 2
 3
         y: float
 4
 5
         def __init__(self, x: float, y: float):
 6
              self_x = x
 7
              self_y = y
 8
 9
10
      class Line:
11
          start: Point
12
         end: Point
13
         def __init__(self, start: Point, end: Point):
14
15
              self.start = start
              self.end = end
16
17
18
19
      p0: Point = Point(1.0, 1.0)
      p1: Point = Point(1.0, 3.0)
20
      a_line: Line = Line(p0, p1)
21
      print(a_line.end.y)
22
```

## Abbreviating \_\_init \_\_ Frames



```
class Point:
 1
          x: float
 2
          y: float
 3
 4
          def __init__(self, x: float, y: float):
 5
              self_x = x
 6
              self_y = y
 7
 8
          def translate(self, dx: float, dy: float):
 9
              self_x += dx
10
              self.y += dy
11
12
13
14
      class Line:
15
          start: Point
16
          end: Point
17
          def __init__(self, start: Point, end: Point):
18
19
              self.start = start
20
              self.end = end
21
22
          def translate(self, dx: float, dy: float):
              self.start.translate(dx, dy)
23
24
              self.end.translate(dx, dy)
25
26
      p0: Point = Point(1.0, 1.0)
27
28
      a_line: Line = Line(p0, p0)
      a_line.translate(1.0, 2.0)
29
      print(f"{p0.x}, {p0.y}")
30
```

## **Trace another Memory Diagram** init frames should be abbreviated



```
class Point:
 1
          x: float
 2
 3
          y: float
 4
 5
          def __init__(self, x: float, y: float):
              self_x = x
 6
 7
              self_y = y
8
 9
          def translate(self, dx: float, dy: float):
10
              self_x += dx
11
              self.y += dy
12
13
14
      class Line:
15
          start: Point
16
          end: Point
17
          def __init__(self, start: Point, end: Point):
18
19
              self.start = start
20
              self.end = end
21
22
          def translate(self, dx: float, dy: float):
              self.start.translate(dx, dy)
23
              self.end.translate(dx, dy)
24
25
26
27
      p0: Point = Point(1.0, 1.0)
      a_line: Line = Line(p0, p0)
28
      a_line.translate(1.0, 2.0)
29
      print(f"{p0.x}, {p0.y}")
30
```

# Given the following class and usage (below) implement methods copy and darken.

```
Starter
      from typing import Self
 2
 3
      class Color:
  4
          red: int
  5
  6
          green: int
          blue: int
  7
 8
          def __init__(self, red: int, green: int, blue: int):
 9
              self.red = red
 10
11
              self.green = green
12
              self_blue = blue
13
14
          def __str_(self) -> str:
15
              return f"R:{self.red}, G:{self.green}, B:{self.blue}"
16
 17
          # TODO: Implement Methods Here
```

#### Jsage

27	white: Color = Color(255, 255, 255)
28	<pre>mystery: Color = white.copy()</pre>
29	mystery.darken(-255)
30	<pre>print(mystery) # Expected output: R:0, G:0,</pre>

The *copy* method should return a new Color object with the same red, green, and blue attribute values as the Color object it is called on.

The *darken* method should mutate the object it is called on by decreasing each of its attributes by the int argument it is called with.





### Starter

```
from typing import Self
 2
 3
 4
     class Color:
 5
          red: int
 6
         green: int
 7
         blue: int
 8
 9
          def __init__(self, red: int, green: int, blue: int):
             self.red = red
10
11
             self.green = green
12
             self.blue = blue
13
14
         def __str_(self) -> str:
15
              return f"R:{self.red}, G:{self.green}, B:{self.blue}"
16
17
         # TODO: Implement Methods Here
```

27	white: Color = Color(255, 255, 255)
28	<pre>mystery: Color = white.copy()</pre>
29	mystery.darken(-255)
30	<pre>print(mystery) # Expected output: R:0, G:0, B</pre>

The *copy* method should return a new Color object with the same red, green, and blue attribute values as the Color object it is called on.

The *darken* method should mutate the object it is called on by decreasing each of its attributes by the int argument it is called with.





## **Representing 2D Grids with Lists of Lists** Row-major vs. Column-major

## Given the following class complete the implementation of the init method.



The initialization algorithm of data is:

1. Assign data attribute of self a new, empty list 2. Loop through each "row" from 0 to height 3. In the row-loop, establish a new empty list 4. Loop through each "column" from 0 to width 5. In the column-loop, append 0 to the row list 6. Append the row to the data attribute of the object



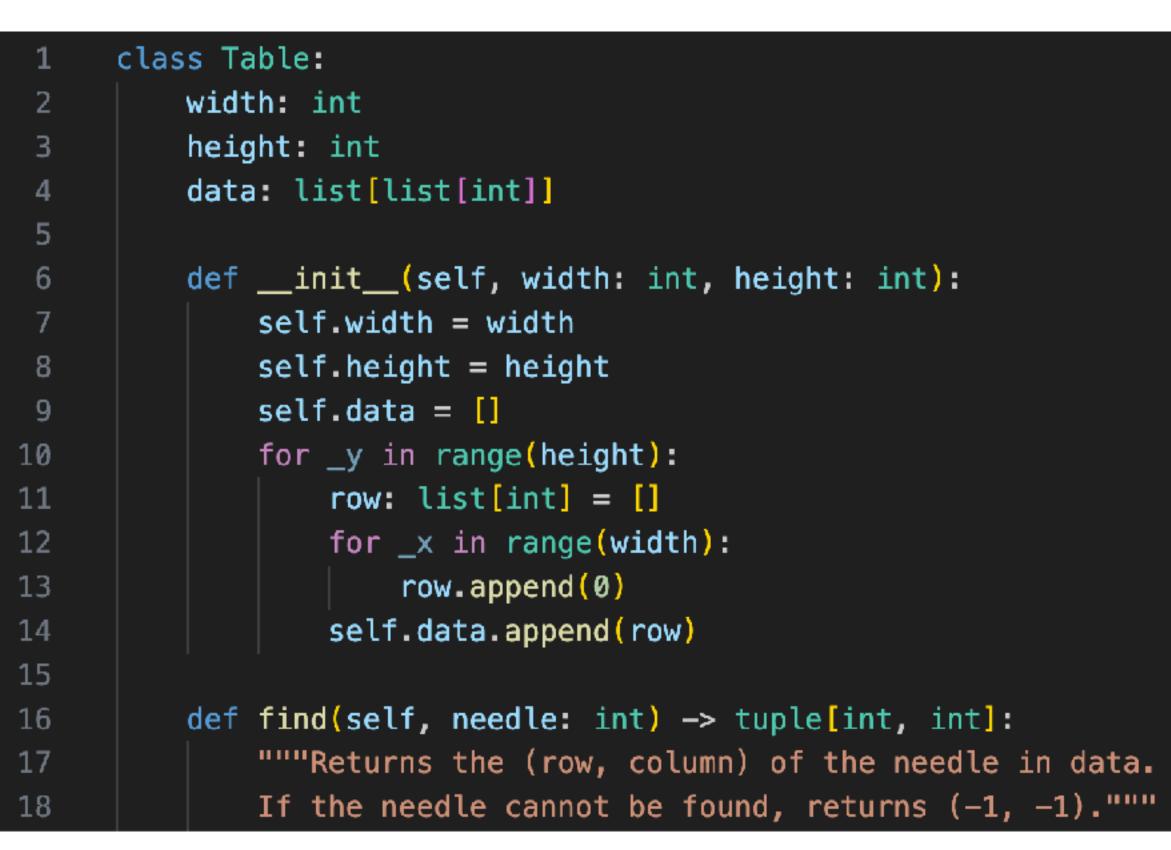
## Given the following class complete the implementation of the init method.

1	class Table:
2	width: int
3	height: int
4	<pre>data: list[list[int]]</pre>
5	
6	<pre>definit(self, width: int, height: int):</pre>
7	<pre># TODO: Initialize width, height, and data</pre>
8	<pre># Row-major: outer list is a list of rows,</pre>
9	

in row-major order inner lists are columns



# Complete the implementation of find



## Example Usage:

22	# Usage:				
23	<pre>t: Table = Table(3,</pre>	3)			
24	t.data[2][1] = 110				
25	<pre>print(t.find(110))</pre>	<pre># Expected</pre>	Output:	(2,	1)