

# OBJECT-ORIENTED ETUDES

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No quiz today

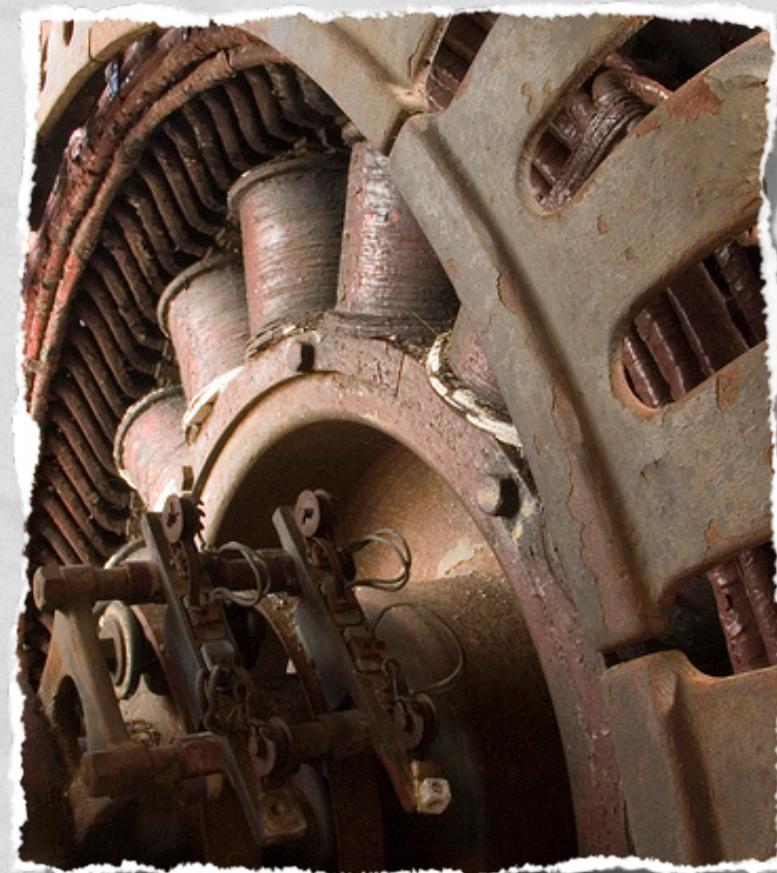
# RECALL: ITERATORS

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- Can make our own iterable classes by:
  - Adding `__iter__(self)` that returns an object with a `__next__()` method
  - `__next__()` raises `StopIteration` at end

# GENERATORS

- A wicked cool tool for creating iterators
- A function that *yields* instead of *returning*, is a generator

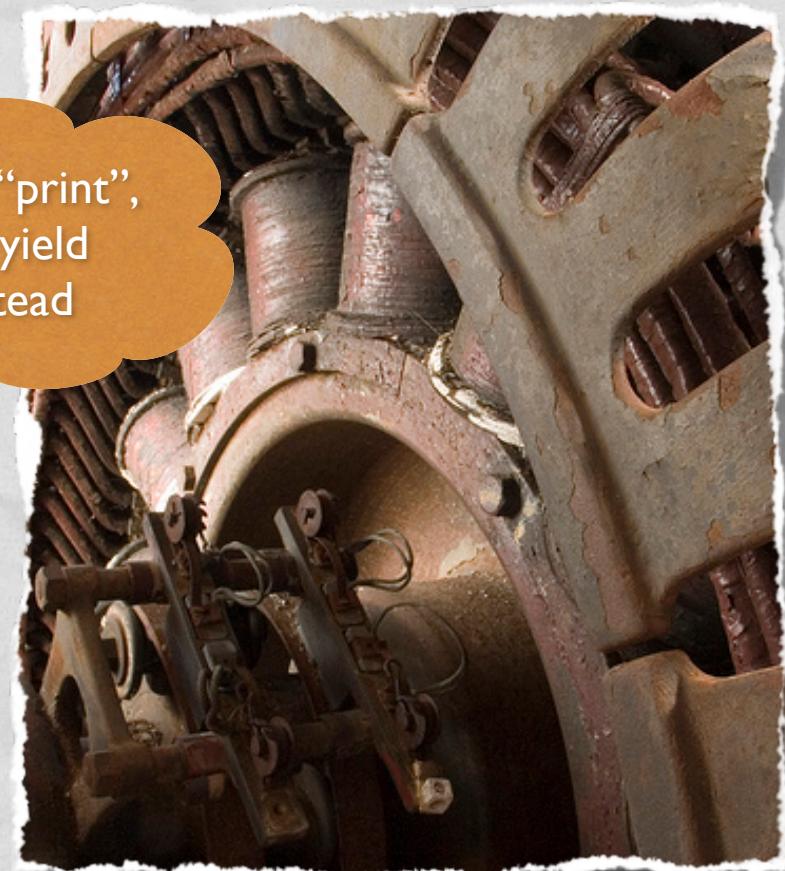


<http://www.flickr.com/photos/fullman/>

# GENERATORS

- A wicked cool tool for creating iterators
- A function that *yields* instead of *returning*, is a generator

Think “print”,  
but yield  
instead



# GENERATOR EXAMPLES

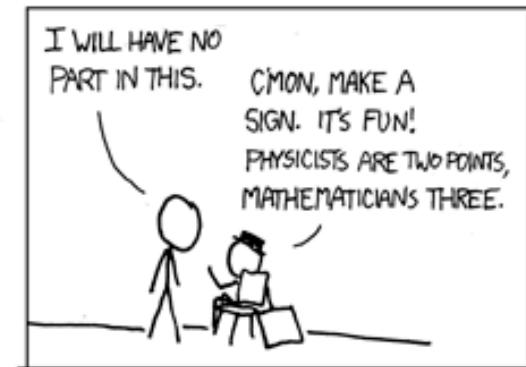
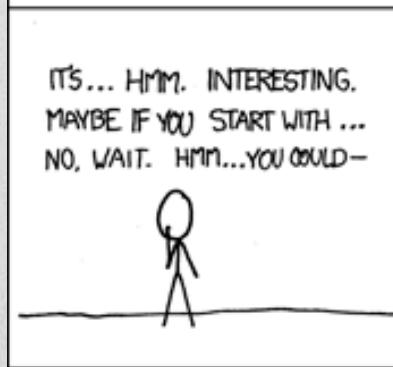
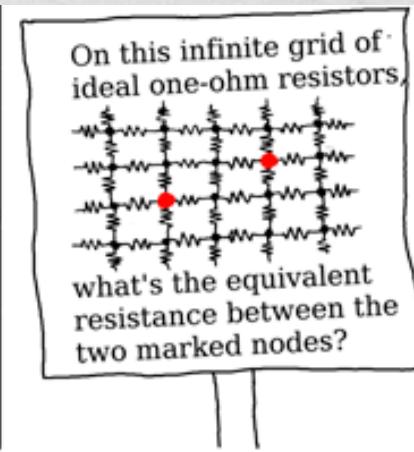
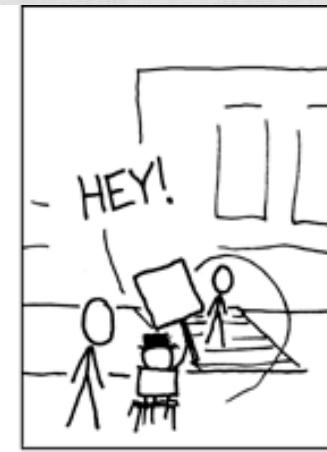
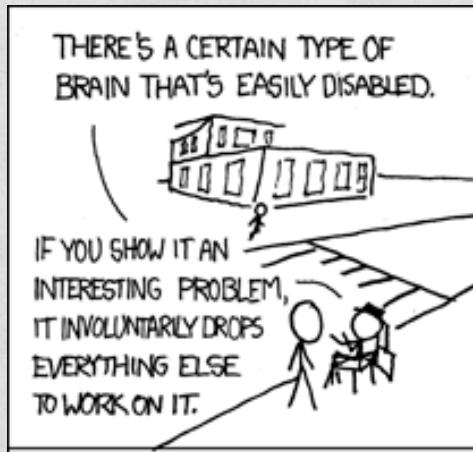
```
class ShuffleIterator:  
    def __init__(self, data):  
        self.data = data  
        self.order = list(range(len(data)))  
        random.shuffle(self.order)  
        self.index = len(data)  
    def __iter__(self):  
        return self  
    def next(self):  
        if self.index == 0:  
            raise StopIteration  
        self.index -= 1  
        itemIndex = self.order[self.index]  
        return self.data[itemIndex]  
  
s = 'Ni!'  
for c in ShuffleIterator(s):  
    print c
```

# GENERATOR EXAMPLES

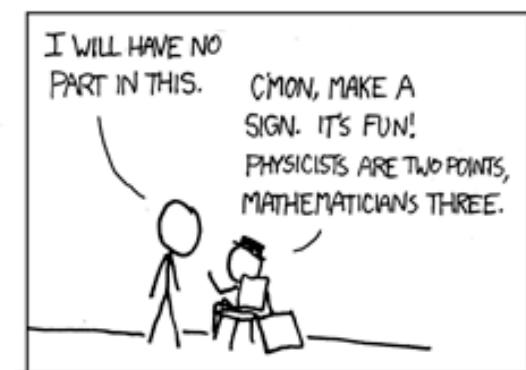
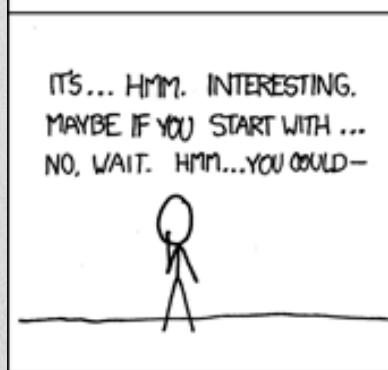
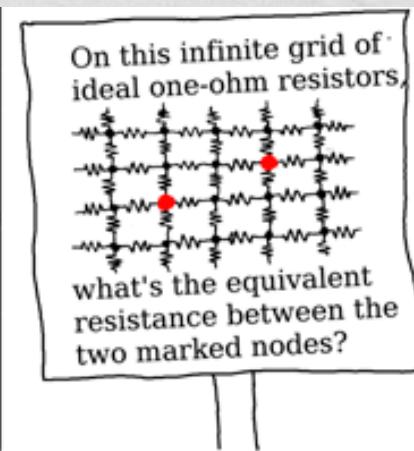
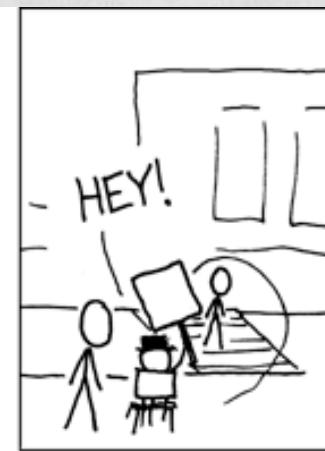
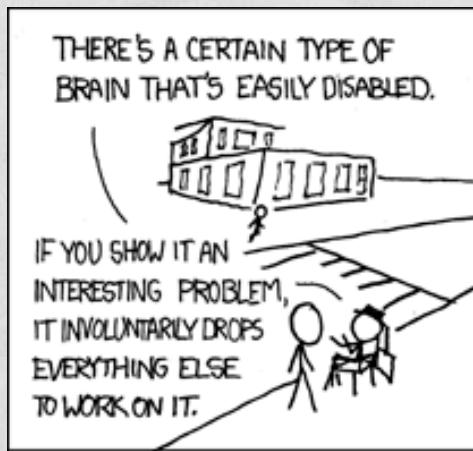
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        itemIndex = self.order[self.index]  
        return self.data[itemIndex]  
  
s = 'Ni!'  
for c in ShuffleIterator(s):  
    print c
```

```
def shuffle(data):  
    order = list(range(len(data)))  
    random.shuffle(order)  
    for itemIndex in order:  
        yield data[itemIndex]  
  
for c in shuffle(s):  
    print c
```

# NERD SNIPING



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I first saw this problem on the Google Labs Aptitude Test. A professor and I filled a blackboard without getting anywhere. Have fun!

# OBJECT-ORIENTED ETUDES

- These aren't intended to show you good design
- They're intended to sharpen your skills
- Focus in the object-oriented etudes will be on:
  - Polymorphism
  - Method dispatch

# A WARM-UP: BOOLEANS SANS BOOLEANS

- Implement a set of classes to model booleans
- The classes must support:
  - *and, or, and not*
  - branching
- The implementation must not use any conditional expressions or statements!

Challenge: How could we make these short-circuiting?

# NATURALLY

- Implement a set of classes to model natural numbers
- The classes must support:
  - addition
  - comparisons (returning Boolean instances)
- The implementation must not use any existing numeric types!