LECTURE 26

OBJECT-ORIENTED PROGRAMMING 4

PROTOCOLS

MCS 260 Fall 2020

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REMINDERS

- Work on Project 3 ASAP. Do not delay!
- Quiz 9 due Monday at 6pm Central
- Worksheet 9 solutions posted

GOALS

- Introduce the **sequence protocol** for Python classes
- Work on an example
- Discuss other Python protocols

All of this is Python-specific. Some other languages use the term *interface* for a similar concept, though the details differ quite a bit.

WHAT IS A SEQUENCE?

In Python, a sequence is an ordered container supporting access to its items by 0-based index.

Things you can do with a sequence `seq`:

- `len(seq)`
- `seq[3]`
- `seq[3] = val`
- `for item in seq:`

CUSTOM SEQUENCE

If you create a class with the following methods, it can be used as a mutable sequence:

- `__len__()` — returns the length
- `__getitem__(idx)` — returns item at given index
- `__setitem__(idx,val)` — set item at given index

code	becomes
`obj[1]`	`obj.__getitem__(1)`
`obj[1]=60`	`obj.__setitem__(1,60)`
`len(obj)`	`obj.__len__()`

```
for x in obj:
  # stuff
```

```
for i in range(len(obj)):
    x = obj[i]
    # stuff
```

GEOMETRIC SEQUENCE

A **geometric sequence** (or *geometric progression*) is a sequence of numbers where the ratio between neighboring terms is constant.

Infinite example: $1, 2, 4, 8, 16, 32, 64, \ldots$

Finite example: $5, 15, 45, 135, 405$

Non-example: $6, 8, 10, 12, 14$

GEOMETRIC SEQUENCE CLASS

Let's make a class `FiniteGeometricSequence` that will represent a finite geometric sequence.

We'll keep track of `start`, `ratio`, and `length`, but will only compute terms when requested.

ITEM ASSIGNMENT

Let's support item assignment with `__setitem__`.

Adopt these conventions:

- Assigning index 0 changes `start`
- Assigning any other index keeps `start` the same but adjusts `ratio`

OTHER PROTOCOLS

- Iterator — creates an iterable
- Mapping — creates a dict-like type

Still more can be found in the collections.abc module, which contains classes you can subclass when implementing the protocols.

REFERENCES

- In *Downey*:
  - Sequence, iterator, and other protocols are not discussed in the text.
  - Chapter 17 discusses the basics of object-oriented programming in Python.
- Object-oriented programming is also discussed in Section 6.5 of Brookshear & Brylow.

REVISION HISTORY

- 2020-10-22 Initial publication