# LECTURE 4

# OBJECT-ORIENTED PROGRAMMING OPERATOR OVERLOADING

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#### **LECTURE 4: OPERATOR OVERLOADING**

#### Course bulletins:

- At this point you must have read the syllabus.
- Discord open (link in the zoom chat or Blackboard).

# OBJECT-ORIENTED PROGRAMMING

Today we're starting our unit on object-oriented programming (OOP).

We assume knowledge of: Class definitions, creating instances, accessing attributes, calling methods.

Need to review these? See:

- MCS 260 Lecture 25
- MCS 260 Fall 2021 OOP sample code

We DO NOT assume knowledge of: Subclasses, inheritance, operator overloading.

### REVIEW OF SOME KEY CONCEPTS

- class -- A type in that combines attributes (data) and methods (behavior).
- instance or object -- A value whose type is a certain class (e.g. "hello" is an instance of str)
- attribute -- A variable local to an object, accessed as objname.attrname.
- constructor -- The method named \_\_init\_\_ that
  is called when a new object is created.

# SPECIAL METHODS / OVERLOADING

In Python, built-in operations are often silently translated into method calls.

e.g. A+B turns into A. \_\_add\_\_(B)

These special method names begin and end with two underscores (\_\_\_). They are used to customize the way your classes work with built-in language features.

Using these to add special behavior for operators like +, -, \* is called operator overloading.

### **OPERATOR EXAMPLES**

Expression	Special method			
A==B	Aeq(B)			
A+B	Aadd(B)			
A-B	Asub(B)			
A*B	Amul(B)			
A/B	Atruediv(B)			
A**B	Apow(B)			

List of many more in the Python documentation.

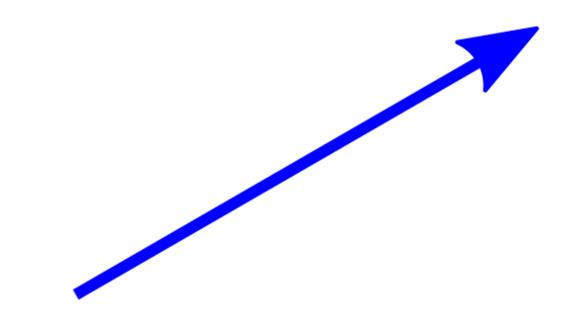
# MORE SPECIAL METHODS

Expression	Actually calls			
str(A)	Astr()			
len(A)	Alen()			
abs(A)	Aabs()			
bool(A)	Abool()			
A[k]	Agetitem(k)			
A[k]=v	Asetitem(k,v)			

### LIVE CODING

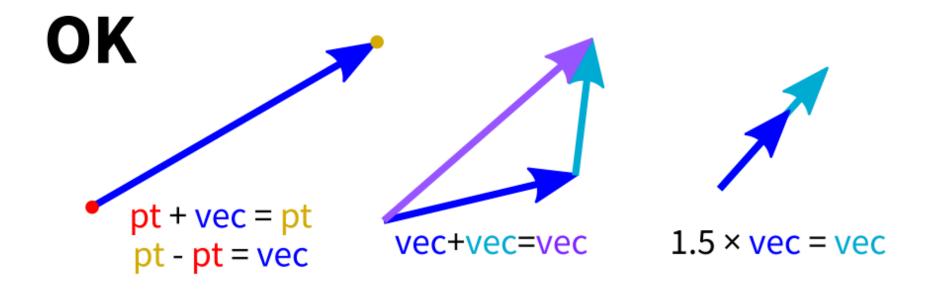
#### Let's build classes:

- Point2 point in the plane (a location in 2D)
- Vector2 vector in the plane (e.g. the displacement between two points)
- Difference of two Point2s is a Vector2.
- Can multiply a Vector2 by a float or add it to a Point2.
- Point2 plus Vector2 is a Point2.



Point (where?)

Vector (which way, how far?)



#### Meaningless

### LANGUAGE FEATURES USED

- isinstance (obj, classname) -- returns bool indicating whether obj is an instance of the named class (or subclass thereof)
- NotImplemented -- Special value that operators should return if the operation is not supported

# \_\_ADD\_\_ & \_\_RADD\_\_

In evaluating A+B, Python first tries

```
A.__add__(B)
```

but if that fails (returns NotImplemented), it will try

```
B.__radd__(A)
```

There are reflected versions of all the binary operations (e.g. rmul).

### **OVERLOADING DANGER**

Given the very flexible overloading system in Python, it's easy to be too clever.

Overloading is best used when a function or operator has a clear meaning for a class, and when the operation is so frequently used that direct method calls would be cumbersome.

Avoid overloading when it makes code harder to understand!

## **SINGLETONS**

When a class is designed so that it only ever has one instance, the class (or the only instance of it) is called a **singleton**.

We've seen two of these so far:

- None, the only instance of NoneType
- NotImplemented, the only instance of NotImplementedType

#### REFERENCES

- I discussed overloading in MCS 260 Fall 2021 Lecture 26.
- See Lutz, Chapter 30 for more information about overloading.
- Lutz, Chapters 26-32 discuss object-oriented programming.

#### **REVISION HISTORY**

• 2022-01-19 Initial publication