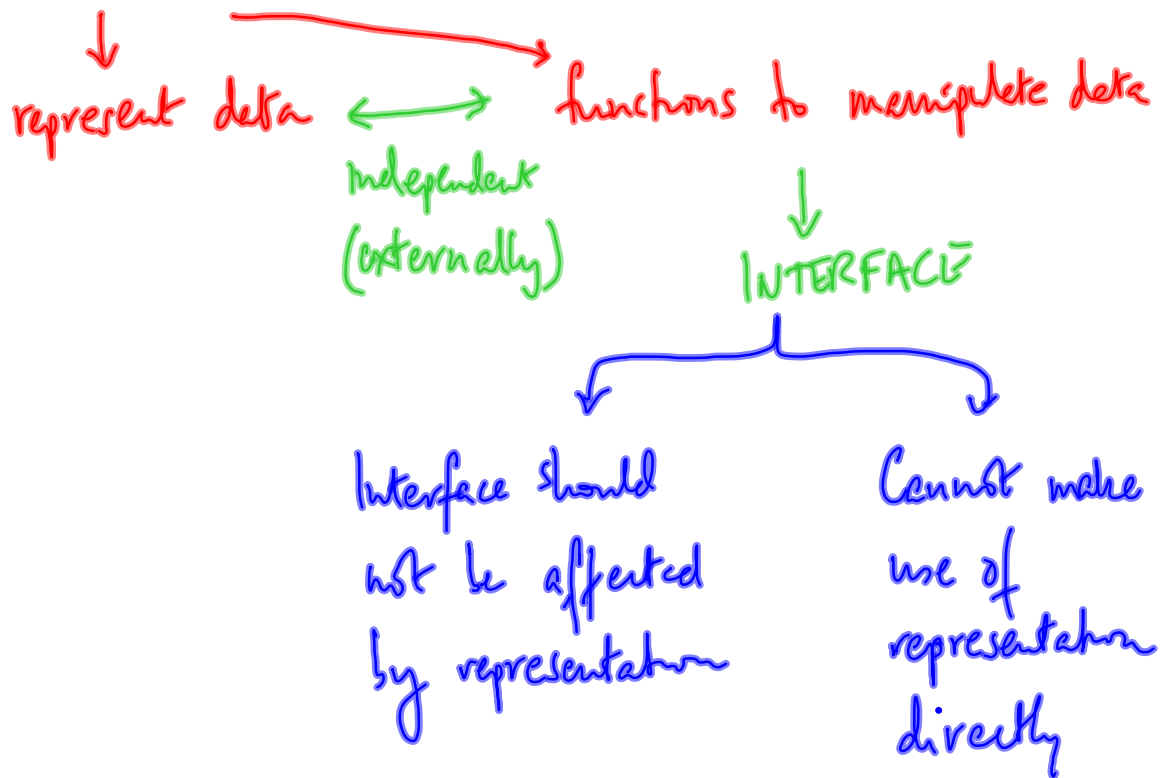


Abstract data types

Data structure (e.g. list, dictionaries)

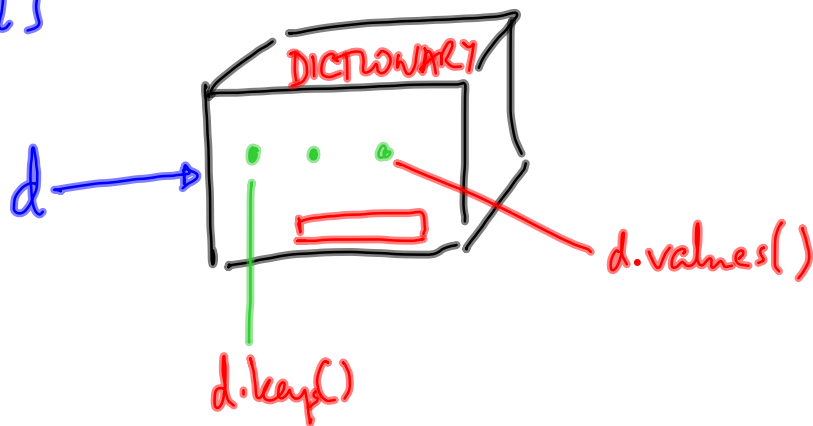


Encapsulation

One approach is "object oriented" programming

A way of separating implementation from interface

$d = \{\}$



Two step process

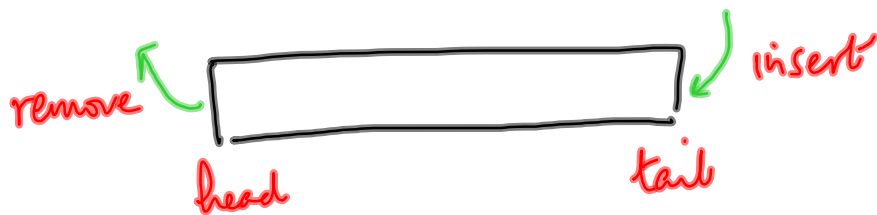
Define the representation & functions

Template
CLASS

Create instances of the data structure and
use public interface to manipulate them

Concrete values
OBJECT

Want to implement a queue



Interface:

- `removeq()` - return value at head, & remove
- `insertq(x)` - append x at tail
- `isemptyq()` - True iff queue is empty

Representation: `list = l`

`insertq = l.append` `l.insert(0, x)`

`removeq = remove l[0]` `l.pop()`

`isemptyq: l == []`

class Queue:

`def __init__(...):`

`def insertq(...):`

`def removeq(-):`

`def isemptyq(-):`

calls `--init--`

`q = Queue()`

creates a new Queue object

`q.insertq(7)`

`if q.isempty():`

Sort(l) vs l.sort()

insertq(q, x) vs q.insertq(x)

Internals

Inside a class definition, each function operates implicitly wrt a given object

Referred to as "self"

Every function has an extra first argument that names the "self" object

```
class Queue:  
    def __init__(self):  
        self.l = []  
    def insertq(self, n):  
        self.l.append(n)  
        return
```

```
def removeq(self):
```

```
    z = self.l[0]
```

```
    del (self.l[0])
```

```
    return (z)
```

```
def isemptyq(self):
```

```
    return (self.l == [])
```


back to function definitions

def f(x,y,z):

==

Must call f with 3 args

f(a,b,c)

x=a , y=b, z=c

Can name the arguments

f(x=7, z=c, y=b)

Optimal argument

$$x = \text{int}("17")$$
$$x \rightsquigarrow 17$$

↑ optional
base

$$x = \text{int}("17", 8)$$
 $x \rightsquigarrow$

```
def int(s, base=10):
```

default if no second argument
is provided

Want to optionally create a Queue with some starting value

```
def __init__(self, initlist = [])  
    self.l = initlist
```

```
q = Queue()
```

empty queue

```
q = Queue([3,4])
```

creates a queue
with [3,4]