

CS 260: Foundations of Data Science

Prof. Sara Mathieson

Fall 2021



Admin

- **Roster** should hopefully be finalized by the end of the week
 - If you did not preregister and/or are not a CS major, looking unlikely
- **Lab 1** due Tues night
- **Note-taker: Jacob**

Outline for Sept 2

- Object-oriented programming (OOP) in Python
- Reading in data in Python
- Numerical Python (numpy)
- If time: begin data representation

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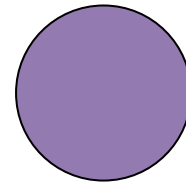
Classes in Python represent the same idea as classes in Java

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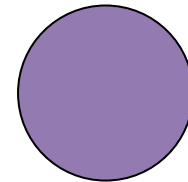
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dot = Circle(Point(x,y), r)
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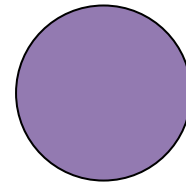


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- ```
r = dot.get_radius()
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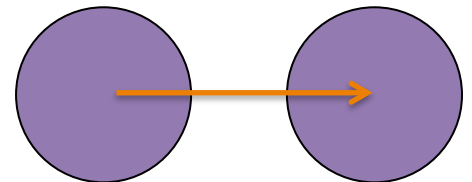


- We can access the instance's data using *methods*

`r = dot.get_radius()`

- We can use/modify class instances using *methods*

`dot.move(dx,dy)`





# Motivation for classes: LOLs

- List-of-lists let us keep track of things that should be “together”, but they get cumbersome to modify:

Number of slices

Type of pie

```
>>> pie_lst = ["apple",8], ["cherry",8], ["chocolate",8]]
>>>
>>> pie_lst[2][1] -= 1
>>>
>>> pie_lst
[['apple', 8], ['cherry', 8], ['chocolate', 7]]
```

# Motivation for classes: encapsulation and abstraction

- Encapsulated (student is represented as one thing, a list), but not abstract

```
kendre = ["Kendre", 2020, ["cs35", "act1", "relg43", "span1"]]
name = kendre[0]
year = kendre[1]
```

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```

- Neither encapsulated (data for one student is spread over multiple objects), nor abstract

```
name_lst = ["Kendre", "Rohan", "Ayaka", "Maleyah"]
year_lst = [2020, 2021, 2020, 2021]
name = name_lst[0]
year = year_lst[0]
```

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```
name_lst = ["Kendre", "Rohan", "Ayaka", "Maleyah"]
year_lst = [2020, 2021, 2020, 2021]
name = name_lst[0]
year = year_lst[0]
```

- Both abstract and encapsulated

```
kendre = Student("Kendre", 2020)
name = kendre.getName()
year = kendre.getYear()
```

# Advantages of encapsulation/abstraction

- Interface (how you interact with something) is consistent even if the internal details change.
  - 1) If you change the engine in your car, you still drive it the same way – don't need to know how the engine works.
  - 2) In online shopping you have a “Cart”, which is an abstract concept and is roughly the same across sites. Probably represented as a list underneath but user doesn't need to know.

# “Pie” class example

```
class Pie: # class names should be capitalized

 # must use init for the constructor
 def __init__(self, flavor):
 """Constructor for the Pie class."""
 # in the constructor, define the data (i.e. self.data)
 # data are called: attributes or instance variables
 self.flavor = flavor
 self.slices = 8

 def get_slices(self):
 """Return the number of slices left (int)."""
 return self.slices

 def get_flavor(self):
 """Return the flavor of the pie (str)."""
 return self.flavor
```

# “Pie” class example

```
def serve(self):
 """If there is at least one slice left, reduce the number of slices."""
 if self.slices > 0:
 print("Here is a slice of %s pie!" % self.flavor)
 self.slices -= 1
 else:
 print("Sorry, there is no more %s pie!" % self.flavor)

def __str__(self):
 """Return a string representation of a pie."""
 s = "%s pie has %i slices left!" % (self.flavor, self.slices)
 return s
```

# "Pie" class example

```
def main():
 pie1 = Pie("apple")
 print(pie1) # __str__ is automatically called when we call print(..)
 for i in range(12):
 pie1.serve()
 print(pie1.get_slices())
 print(pie1.get_flavor())
 print(pie1)

 pie2 = Pie("pumpkin")
 print(pie2)
 pie2.serve()
 print(pie2)
```

```
apple pie has 8 slices left!
Here is a slice of apple pie!
Here is a slice of apple pie!
Here is a slice of apple pie!
Here is a slice of apple pie!
Here is a slice of apple pie!
Here is a slice of apple pie!
Here is a slice of apple pie!
Here is a slice of apple pie!
Sorry, there is no more apple pie!
Sorry, there is no more apple pie!
Sorry, there is no more apple pie!
Sorry, there is no more apple pie!
```

```
0
```

```
apple
apple pie has 0 slices left!
pumpkin pie has 8 slices left!
Here is a slice of pumpkin pie!
pumpkin pie has 7 slices left!
```



# Best Practices workflow demo

- git on the command line
- Running code on the command line
- Classes demo

# TwitterUser class similar to demo

```
class TwitterUser: # only time camel case is okay!

 # constructor
 def __init__(self, name, curr_following, curr_followers):
 self.name = name
 self.following = curr_following
 self.followers = curr_followers

 def add_follower(self): # always have to use self!
 self.followers += 1
 # TODO we could make this better by creating a list of followers who
 # are themselves instances of TwitterUser

 def follow(self):
 self.following += 1

 def __str__(self):
 # must return a string, not print a string!
 return "name: %s\nnum following: %i\nnum followers: %i" % (self.name, \
 self.following, self.followers)
```

# Handout 2

- Find and work with a partner



# Handout 2

PLEASE LEAVE COMPUTERS ON  
*do not erase*

%d, %i  $\Rightarrow$  int

%s  $\Rightarrow$  str

%f  $\Rightarrow$  float

line.split(",")

- ① 2 instance variables, 3-4 methods  
(sides, value)
- ② def get\_value(self):  
    return self.value
- ③ def roll(--)  
    self.value = random.randrange(1, sides+1)
- ④ return, not print!
- ⑤

tokens =  
["Amherst", "1792"]

die = Die(8)  
"self"

doesn't have  
a "return"  
Statement

# Recap Die class

- Defining the Constructor: builds an instance of the class (self), and initializes all instance variables (self.xxx)

```
class Die:

 def __init__(self, num_sides):
 """Construct a new die with the given number of sides."""
 self.sides = num_sides
 self.value = 1 # default starting value
```

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 self.sides = num_sides
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```

- Using the Constructor: assign the new object to a variable, making the “self” placeholder a concrete instance

```
def main():
 # create 8-sided dice
 die1 = Die(8)
 die2 = Die(8)
```



# Recap Die class

- Defining Methods: always use “self” as the first argument (placeholder for the instance). Getters are a type of method that return instance variables or their derivatives.

```
def getValue(self):
 """Getter for the die's current value."""
 return self.value

def roll(self):
 """Choose a new random value for the die, i.e. roll it."""
 self.value = random.randrange(1, self.sides+1)
```

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```

- Using Methods: instance.method(...), don't use self

```
roll both until we get the same value
same = False
while not same:
 die1.roll()
 die2.roll()
 print(die1)
 print(die2)
 print()
 # check if the values are the same
 same = (die1.getValue() == die2.getValue())
```



# Recap Die class

- Defining the `__str__` method: no `print(..)` statements!  
Build and return a single string. (no arguments besides `self`)

```
def __str__(self):
 """String representation of the die (with current value)."""
 return "%d-sided die, current value: %d" % (self.sides, self.value)
```

# Recap Die class

- Defining the `__str__` method: no `print(..)` statements! Build and return a single string. (no arguments besides `self`)

```
def __str__(self):
 """String representation of the die (with current value)."""
 return "%d-sided die, current value: %d" % (self.sides, self.value)
```

- Using the `__str__` method: simply call `print(instance)`!

```
print(die1)
print(die2)
```

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```
open(..) returns a file object (called an TextIOWrapper but think: file)
c_file = open("colleges.txt", 'r') # 'r' for read, 'w' for write
```

```
enroll_lst = []
```

```
one way to read a file: loop through each line of the file colleges.txt
```

```
for line in c_file:
 # split breaks up the line on spaces, it is a method t
 tokens = line.split()

 # extract information from specific tokens
 name = tokens[0]
 enroll = int(tokens[1])
 enroll_lst.append(enroll)
```

```
always remember to close your files!
c_file.close()
```

|            |      |
|------------|------|
| Amherst    | 1792 |
| Bates      | 1792 |
| Bowdoin    | 1806 |
| BrynMawr   | 1709 |
| Colby      | 1815 |
| Davidson   | 1950 |
| HarveyMudd | 735  |
| Haverford  | 1290 |
| Middlebury | 2526 |
| Pomona     | 1663 |
| Reed       | 1411 |
| Smith      | 2600 |
| Swarthmore | 1620 |
| Vassar     | 2450 |
| Wellesley  | 2474 |
| Williams   | 2099 |

## Example of reading in data

# File reading demo

```
import csv
import numpy as np

1) read line by line
fb_file = open("data/facebook_users.csv", 'r') # 'r' for read mode
for line in fb_file:
 tokens = line.split(",") # split on comma
 year = int(tokens[0])
 num_users = int(tokens[1])
 print(year, num_users)
fb_file.close()

2) csv reader
with open("data/facebook_users.csv", 'r') as fb_file:
 csv_reader = csv.reader(fb_file)
 for line in csv_reader:
 print(line)

3) load into numpy array
data = np.loadtxt("data/facebook_users.csv", dtype=int, delimiter=",")
print(data)
```

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# Numpy

- Numerical Python
- Designed for fast computation on arrays
- Implemented in C underneath
- **pip3 install numpy** (on the terminal)