

COMP
110

CL09 - OOP Practice

Feedback form! (Extra credit!)

- Link on Campuswire!

Hack 110!

- Comp 110 Hackathon!
- 7:00 PM on April 21st to 7:00 AM on April 22nd in Sitterson Lobby
- Two tracks: **web development** and **game development**
- Must also attend Friday, April 14th 6 PM workshop
- *Great for beginners!*
- Free food + swag!
- <https://forms.gle/DicV5fKfN6FDTedL6> (Link on Sakai)
- Apply by today at 5 pm! (Decisions made TONIGHT.)

Memory Diagram

```
1 class Profile:
2
3     handle: str
4     followers: int
5     is_private: bool
6
7     def __init__(self, handle: str):
8         """Constructor to initialize attributes"""
9         self.handle = handle
10        self.followers = 0
11        self.is_private = False
12
13    def tweet(self, msg: str) -> None:
14        """Print out handle and message only if account is public"""
15        if not self.is_private:
16            |    print(f"@{self.handle} tweets {msg}")
17
18    def toggle_privacy(self) -> None:
19        |    self.is_private = not self.is_private
20
21 a: Profile = Profile("alyssa")
22 b: Profile = Profile("tyler")
23 a.tweet("Sup")
24 b.toggle_privacy()
25 b.tweet("Heyyy")
```

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Magic Methods Review

```
1  from __future__ import annotations
2
3  class Point:
4      """Model a 2D Point"""
5
6      x: float
7      y: float
8
9      def __init__(self, x: float, y: float):
10         """Initialize a point with its x,y components"""
11         self.x = x
12         self.y = y
13
14         def __str__(self):
15             """Print prettier version of our point"""
16             return f"({self.x},{self.y})"
17
18         def __mul__(self, factor: float) -> Point:
19             scaled: Point = Point(self.x * factor, self.y * factor)
20             return scaled
```

Code Writing - Operator Overload Magic Method

- Write a magic method so that you can add a Point with a float using +. (In other words, for Point a, I want to be able to write a + 3.0)
- Method name: `__add__`
- Then, write code to call your method using the + operator.

Code Writing - Magic Method

Let's go back to our `Profile` class.

Define a `__str__` magic method so that calling:

```
print(a)
print(b)
```

Would result in the output:

```
SN: alyssa; Followers: 0; Public
SN: tyler; Followers: 0; Private
```

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