

```
#!/usr/bin/env python3
# -*- coding: utf-8 -*-
# """
# Created on Fri Oct 19 16:59:39 2018
#
# @author: Achim Schaedle
# """
```

1 Eine Einführung in die objektorientierte Programmierung

Eine ausführliche Beschreibung finden Sie hier: <https://www.python-kurs.eu/klassen.php>

Wir haben bereits vordefinierte Objekte und Methoden von Klassen benutzt.

```
liste1 = list((1,2,3))
```

liste1 ist eine Instanz oder ein Objekt der Klasse list

```
liste1.append()
```

```
-----TypeError
call last)<ipython-input-1-0220eec9d549> in
<module>()
----> 1liste1.append()
TypeError: append() takes exactly one argument
(0 given)
```

1

```
a = -23
type(a)
dir(a)
```

```
['__abs__',
 '__add__',
 '__and__',
 '__bool__',
 '__ceil__',
 '__class__',
 '__delattr__',
 '__dir__',
 '__divmod__',
 '__doc__',
 '__eq__',
 '__float__',
 '__floor__',
 '__floordiv__',
 '__format__',
 '__ge__',
 '__getattribute__',
 '__getnewargs__',
```

```

'__gt__',
'__hash__',
'__index__',
'__init__',
'__init_subclass__',
'__int__',
'__invert__',
'__le__',
'__lshift__',
'__lt__',
'__mod__',
'__mul__',
'__ne__',
'__neg__',
'__new__',
'__or__',
'__pos__',
'__pow__',
'__radd__',
'__rand__',
'__rdivmod__',
'__reduce__',
'__reduce_ex__',
'__repr__',
'__rfloordiv__',
'__rlshift__',
'__rmod__',
'__rmul__',
'__ror__',
'__round__',
'__rpow__',
'__rrshift__',
'__rshift__',
'__rsub__',
'__rtruediv__',
'__rxor__',
'__setattr__',
'__sizeof__',
'__str__',
'__sub__',
'__subclasshook__',
'__truediv__',
'__trunc__',
'__xor__',
'bit_length',
'conjugate',
'denominator',
'from_bytes',
'imag',
'numerator',
'real',
'to_bytes']

```

1.1 Eine erste Klasse, die nichts kann

Die minimale Definition einer Klasse in Python hat die Form

```
class ErsteKlasse(object):  
    pass # pass gibt an, dass hier noch irgendwas hin soll
```

1.2 Eine einfache Klasse

```
class ZweiteKlasse(object):  
#     """ eine zweite Klasse  
#     """  
    n = 1234  
    def f(self,x):  
        return x**2  
  
z = ZweiteKlasse()  
z.f(2)  
help(z)
```

Help on ZweiteKlasse in module __main__ object:

```
class ZweiteKlasse(builtins.object)  
|   Methods defined here:  
|  
|   f(self, x)  
|  
-----  
|   Data descriptors defined here:  
|  
|   __dict__  
|       dictionary for instance variables (if defined)  
|  
|   __weakref__  
|       list of weak references to the object (if defined)  
|  
-----  
|   Data and other attributes defined here:  
|  
|   n = 1234
```

1.3 Klasse Studenten

```
class Student(object):  
  
    def __init__(self,Vn,Nn,MatNr):  
        self.Vorname = Vn  
        self.Nachname = Nn  
        self.MatrikelNummer = MatNr  
        #'\__init__'\_ wird automatisch beim Erstellen eines Objektes aufgerufen  
  
    # Klassenmethode  
    def hallo(self):  
        print('Hallo mein Name ist {0} {1}'.format(self.Vorname,self.Nachname))  
  
a = Student('Li','Ping',101)  
b = Student('Lisa','Paul',102)
```

Klasse Studenten

```
class Student(object):

    noten = []                                #

    def __init__(self, Vn, Nn, MatNr):
        self.Vorname = Vn
        self.Nachname = Nn
        self.MatrikelNummer = MatNr
        # '_ _init_' wird automatisch beim Erstellen eines Objektes aufgerufen

        # Klassenmethoden
    def notehinzufuegen(self, note):
        self.noten.append(note)

    def hallo(self):
        print('Hallo mein Name ist {0} {1}'.format(self.Vorname, self.Nachname))

a = Student('Li', 'Ping', 101)
b = Student('Lisa', 'Paul', 102)
a.notehinzufuegen(1)
b.notehinzufuegen(4)

a.noten
```

| [1, 4]

1.4 Bessere Lösung

Klasse Student

```
class Student(object):

    def __init__(self, Vn, Nn, MatNr):
        self.Vorname = Vn
        self.Nachname = Nn
        self.MatrikelNummer = MatNr
        self.noten = []

    def notehinzufuegen(self, note):
        self.noten.append(note)

    def hallo(self):
        print('Hallo mein Name ist {0} {1}'.format(self.Vorname, self.Nachname))

a = Student('Li', 'Ping', 101)
b = Student('Lisa', 'Paul', 102)
a.notehinzufuegen(1)
b.notehinzufuegen(4)

a.noten, b.noten
```

| ([1], [4])

Rules regarding self (from Lantangen's book, page 419):

- 1) Any class method must have self as first argument. (The name can be any valid variable name, but the name self is a widely established convention in Python.)
- 2) self represents an (arbitrary) instance of the class.
- 3) To access any class attribute inside class methods, we must prefix with self, as in self.name, where name is the name of the attribute.
- 4) self is dropped as argument in calls to class methods.

```
class Student(object):

    def __init__(self, Vn, Nn, MatNr):
        self.Vorname = Vn
        self.Nachname = Nn
        self.MatrikelNummer = MatNr
        self.noten = []

    def saghallo(self):
        print('Hallo mein Name ist {0} {1}'.format(self.Vorname, self.Nachname))

    def brief(self):
        return 'HALLO {0} Deine email ist {1}'.format(self.Vorname, self.email())

    def email(self):
        return '{0}.{1}@hhu.de'.format(self.Vorname, self.Nachname)

a = Student('Li', 'Ping', 101)
b = Student('Lisa', 'Paul', 102)
a.saghallo()
print(a.brief())
```

```
Hallo mein Name ist Li Ping
HALLO Li Deine email ist Li.Ping@hhu.de
```

1.5 Ein mathematisches Beispiel

Eine Klasse für Polynome

```
class Polynom(object):
#     """ Polynomklasse Beschreibung .....
#     """
    def __init__(self, dp):
#         """ Initialisiere Polynom mit einem Dictionary dp
#         Die Keys stehen fuer die Potenzen
#         die zugehoerigen Values fuer die Koeffizienten
#         a_2 X^2+ a_0  wird durch {0:a_0,2:a_2}
#         """
        self.dp = dp
        self.degree = max(dp.keys())

    def __repr__(self):
        polystr = ''
        for k in self.dp:
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        polystr = polystr + '{0:+g}*X^{1}'.format(self.dp[k],k)
    return 'Polynom: ' + polystr

p1d = {0:1,10:2.5}
p2d = {0:2/3,5:34}
p = Polynom(p1d)
q = Polynom(p2d)
print(p)
help(Polynom)

```

```

Polynom: +1*X^0+2.5*X^10
Help on class Polynom in module __main__:

class Polynom(builtins.object)
|   Methods defined here:
|
|   __init__(self, dp)
|       Initialize self.  See help(type(self)) for accurate signature.
|
|   __repr__(self)
|       Return repr(self).
|
|-----
|   Data descriptors defined here:
|
|   __dict__
|       dictionary for instance variables (if defined)
|
|   __weakref__
|       list of weak references to the object (if defined)

```

Klasse Polynom

```

class Polynom(object):
#     """ Polynomklasse Beschreibung .....
#     """
    def __init__(self, dp):
        if isinstance(dp, (int, float, complex)):
            dp = {0:dp}

        self.dp = dp
        self.degree = max(dp.keys())

    def __repr__(self):
        polystr = ''
        for k in sorted(self.dp):
            polystr = polystr + '{0:+g}*X^{1}'.format(self.dp[k],k)
        return 'Polynom: ' + polystr

    def __add__(self, other):
#         """ Addition zweier Polynomen
#         """
        spow = set(self.dp.keys())
        opow = set(other.dp.keys())
        pows = spow.union(opow)
        erg = dict()

```

```

        for k in pows:
            if k in spow:
                if k in opow:
                    erg[k] = self.dp[k] + other.dp[k]
                else:
                    erg[k] = self.dp[k]
            else:
                erg[k] = other.dp[k]

        return Polynom(erg)

    def __sub__(self, other):
        """ Subtraktion zweier Polynomen """
        spow = set(self.dp.keys())
        opow = set(other.dp.keys())
        pows = spow.union(opow)
        erg = dict()
        for k in pows:
            if k in spow:
                if k in opow:
                    erg[k] = self.dp[k] - other.dp[k]
                else:
                    erg[k] = self.dp[k]
            else:
                erg[k] = - other.dp[k]
        return Polynom(erg)

    def __call__(self, x):
        """ Auswertung des Polynoms an der Stelle x """
        return sum([self.dp[k]*x**k for k in self.dp])

p1d = {0:1, 10:2.5}
p2d = {0:5/2, 5:34}
p = Polynom(p1d)
q = Polynom(p2d)
c = Polynom(1)
p+q, p-q, p, p(2)

```

```

(Polynom: +3.5*X^0+34*X^5+2.5*X^10,
 Polynom: -1.5*X^0-34*X^5+2.5*X^10,
 Polynom: +1*X^0+2.5*X^10,
 2561.0)

```

Klasse Polynom

```

class Polynom(object):
    """ Polynomklasse Beschreibung ..... """
    def __init__(self, dp):
        if isinstance(dp, (int, float, complex)):
            dp = {0:dp}
        self.dp = dp
        self.degree = max(dp.keys())

```

```

def __repr__(self):
    polystr = ''
    for k in sorted(self.dp):
        polystr = polystr + '{0:+g}*X^{1}'.format(self.dp[k],k)
    return 'Polynom: ' + polystr

def __add__(self,other):
    spow = set(self.dp.keys())
    opow = set(other.dp.keys())
    pows = spow.union(opow)
    pps = dict()
    for k in pows:
        if k in spow:
            if k in opow:
                pps[k] = self.dp[k] + other.dp[k]
            else:
                pps[k] = self.dp[k]
        else:
            pps[k] = other.dp[k]
    return Polynom(pps)

def __sub__(self,other):
    """ Subtraktion zweier Polynomen """
    spow = set(self.dp.keys())
    opow = set(other.dp.keys())
    pows = spow.union(opow)
    erg = dict()
    for k in pows:
        if k in spow:
            if k in opow:
                erg[k] = self.dp[k] - other.dp[k]
            else:
                erg[k] = self.dp[k]
        else:
            erg[k] = -other.dp[k]
    return Polynom(erg)

def __call__(self,x):
    """ Auswertung des Polynoms """
    return sum([self.dp[k]*x**k for k in self.dp])

def __mul__(self,skalar):
    """ Multiplikation eines Polynoms mit einem Skalar """
    erg = dict()
    if isinstance(skalar, (int,float,complex)):
        for k in self.dp:
            erg[k] = self.dp[k] * skalar
    return Polynom(erg)

__rmul__ = __mul__

p1d = {0:1,10:2.5}
p2d = {0:2/3,5:34}
p = Polynom(p1d)

```



```
q = Polynom(p2d)
```

```
2*p, p*2
```

```
(Polynom: +2*X^0+5*X^10, Polynom: +2*X^0+5*X^10)
```