

# Classes

## Attributes & Methods

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6.100 LECTURE 19

SPRING 2026

# Announcements

- Pset 5 due tonight
- Pset 6 released after class
- Pset 5 checkoff due next Tue 4/21
  - CPW this weekend, next Monday is holiday
  
- Friday office hours update
  - 3–5 pm in **38-370**
  - 5–7 pm in 36-153

# Data Abstraction

# Representing structured data

- General strategies
  - nested lists
  - parallel lists
  - nested dicts
  - parallel dicts
- Downsides
  - structure needs to be thoroughly documented
  - changing the representation can impact large amounts of code
  - forced to work with Python's built-in operations

# Custom data types and attributes

- Python comes with built-in types
  - every object is an **instance** of a type
  - can write out a literal object, can also instantiate with `()`
- We can define our own types, using the **class** keyword
  - must instantiate with `()`
  - inspect object's type with **`type()`** or **`isinstance()`**
- An object of a custom type is basically a namespace
  - can store variables in it, pointing to other objects
  - these variables are called **attributes**
  - accessed via dot notation, ***object.attribute***
  - hence, objects are inherently mutable

# Using functions in classes: bound methods

- Sometimes, it makes sense for functions to apply only to objects of a custom type
- Define those functions inside the class
  - a class is also an object, can store attributes inside it
  - now those functions can only be accessed through dot notation, *class.function(arg1, arg2, ...)*
- Because these functions are meant to operate on instances of a class, would like to use dot notation on objects themselves
  - *obj.function(arg2, ...)* is equivalent and preferred to the *class.function()* syntax
  - *obj.function* is a **bound method**, not a real function, but automatically translated with *obj* as *arg1* when called

# self convention

- While *obj.function()* is called without *arg1*, *function()* still has to be defined with *arg1* parameter so it can be assigned to *obj*
- Hence *arg1* is effectively always an object of type *class*
- Widely accepted convention is to name *arg1* as **self**
- **self** has no inherent meaning in Python, just a name

# `__init__()` method

- Tiresome to build objects by manually specifying attributes
- Python recognizes certain “double-underscore” (or “dunder”) method names
- When a class is called to instantiate a new object
  - an empty object is created
  - that object is passed to `__init__()` if it exists
  - any arguments passed to the `class()` call also get passed to `__init__()`
  - the body of `__init__()` can choose to populate the object (i.e., `self`) as desired
  - the now populated/initialized object is returned
- `__init__()` fills a similar role as “constructor” in other languages
  - mechanism is somewhat different

# `__str__()` method

- Another “dunder” method
- When call `str(obj)`, automatically defers to `obj.__str__()` if it exists
- When call `print(obj)` or evaluate `f"{obj}"`, also automatically retrieves result of `str(obj)`
- Customize the string representation of your classes and how they print
  - useful for debugging
  - recommend implementing `__str__()` right after `__init__()`

# Non-method class attributes

- Recall that functions in classes are just attributes
- Can define other attributes that don't point to function objects
- These are typically used to store information common to the class and not specific to any one object instance
- A common use case: Keep track of ID number generation, so that `__init__()` can assign each new object a unique ID

# Protecting internal state

- Python has no watertight mechanism to prevent modification of an object's attributes
- **Mitigation 1:** when storing mutable data passed into `__init__()`, consider **storing a copy**
- **Mitigation 2:** specify **accessor methods** (getters and/or setters)
  - encourage users to follow an **interface**
  - use ***obj.\_Leading\_underscore*** convention to discourage direct attribute access
  - same principle applies to class attributes

# Next time

- **Pset 6** is an extension of last Wednesday's lecture, and also asks you to implement and use a class
- No class next Monday
- Next Wednesday
  - extend classes with **inheritance**
  - **Pset 7** will exercise
- This Wednesday
  - detour on **exceptions** and **assertions**