Lecture 19: Review of iterators, classes, and object-oriented programming

Recall that something is *iterable* if it supports the iter function—that is the method \_\_iter\_\_ is defined—and returns an iterator. An *iterator* is something that

- supports the next function—that is, the method \_\_next\_\_ is defined;
- throws a StopIteration when the iterator is empty; and
- returns itself under an iter call.

Iterators may be defined using *classes* or with *generators*.

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```
class squares:
   def __init__(self, threshold=None):
      self state = 1
      self._threshold = threshold
   def _below_threshold(self):
      return self. threshold is None or self. state**2 < self. threshold
   def __iter__(self):
      return self
   def __next__(self):
      if self._below_threshold():
          sq = self._state**2
          self._state += 1
          return sq
      else:
          raise StopIteration()
```

```
 \begin{array}{ll} 1 & \mbox{def squares_gen(threshold=None):} \\ 2 & \mbox{i}=1 \\ 3 & \mbox{while threshold is None or } i{**2} < threshold: \\ 4 & \mbox{yield } i{**2} \\ 5 & \mbox{i} +=1 \end{array}
```

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Without getting too technical, the primary characteristics associated with object-oriented programming are

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- inheritance;
- encapsulation; and
- o polymorphism

class Shape:

class Rectangle(Shape):

**class** Square(Rectangle):



class Shape:

```
class Rectangle(Shape):
```

```
def __init__(self, width, height):
    self._width = width
    self._height = height
```



## Polymorphism

```
class Shape:
    def area():
        pass
class Rectangle(Shape):
    def area():
        return self._width * self._height
class Square(Rectangle)
    def __init__(self, side):
        super().__init__(side, side)
```

```
>>> shape = Rectangle(10,20)
>>> shape.area()
200
>>> shape = Square(10)
>>> shape.area()
100
```

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```
1 class even_squares(squares)
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3 def __next__(self):
4 sq = next(super())
5 while (sq % 2 != 0):
6 sq = next(super())
7 return sq
```

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