[320] Special Methods

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```
class Dog:
    def init(dog):
        print("created a dog") is this printed? do we crash?
        dog.name = name
        dog.age = age

def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)

fido = Dog()
```

```
class Dog:
    def __init__(dog, name, age):
        print("created a dog") is this printed? do we crash?
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        print(dog.name + ": " + "bark!"*mult)

fido = Dog("Fido", 9)
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    def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)
fido = Dog("Fido", 9)
                            # 1
speak(fido, 5)
                            # 2
fido.speak(5)
                                    which call won't work?
                            # 3
Dog.speak(fido, 5)
type(fido).speak(fido, 5)
                            # 4
```

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speak(fido, 5)
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fido.speak(5)
                                   which one is NOT an example
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Dog.speak(fido, 5)
                                   of type-based dispatch?
type(fido).speak(fido, 5)
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        print(dog.name + ": " + "bark!"*mult)
fido = Dog("Fido", 9)
speak(fido, 5)
                           # 2
fido.speak(5)
                        # 3
                                   which call style is preferred?
Dog.speak(fido, 5)
type(fido).speak(fido, 5)
                           #4
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class Dog:
    def __init__(dog, name, age):
        print("created a dog")
        dog.name = name
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    def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)
fido = Dog("Fido", 9)
fido.speak(5)
                                    preferred style
```

```
class Dog:
    def init (dog, name, age):
        print("created a dog")
        dog.name = name
        dog.age = age ____ what will be passed to the dog param?
    def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)
fido = Dog("Fido", 9)
fido.speak(5)
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what is a better name for the receiver parameter?

```
the receiver parameter?
class Dog:
    def init (dog, name, age):
        print("created a dog")
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    def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)
fido = Dog("Fido", 9)
fido.speak(5)
```

```
what is a better name for
                                 the receiver parameter?
                                     answer: self
class Dog:
    def init (dog, name, age):
        print("created a dog")
        dog.name = name
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    def speak(dog, mult):
        print(dog.name + ": " + "bark!"*mult)
fido = Dog("Fido", 9)
fido.speak(5)
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```
init___ is a special method,
                            with non-standard behavior
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    def speak(dog, mult):
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fido = Dog("Fido", 9)
fido.speak(5)
```

There are MANY special method names: https://docs.python.org/3/reference/datamodel.html#special-method-names

We'll learn a few:

__str__, __repr__, _repr_html_

__eq_, __lt__

__len__, __getitem__

__enter__, __exit__

control how an object looks when we print it or see it in Out[N]

generate HTML to create more visual representations of objects in Jupyter. Like tables for DataFrames

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define how == behaves for two
different objects

__len__, __getitem__

define how a list of objects should be sorted

enter , exit

c = (a==b) # type of c?

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```

```
__eq_, __lt__
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```
__len__, __getitem__
```

```
enter , exit
```

build our own sequences that we index, slice, and loop over:

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We'll learn a few:

```
_str_, _repr_, repr_html_
```

```
eq__, lt
```

```
len , getitem
```

```
enter , exit
```

context managers

```
with open("file.txt") as f:
    data = f.read()
# automatically close
```