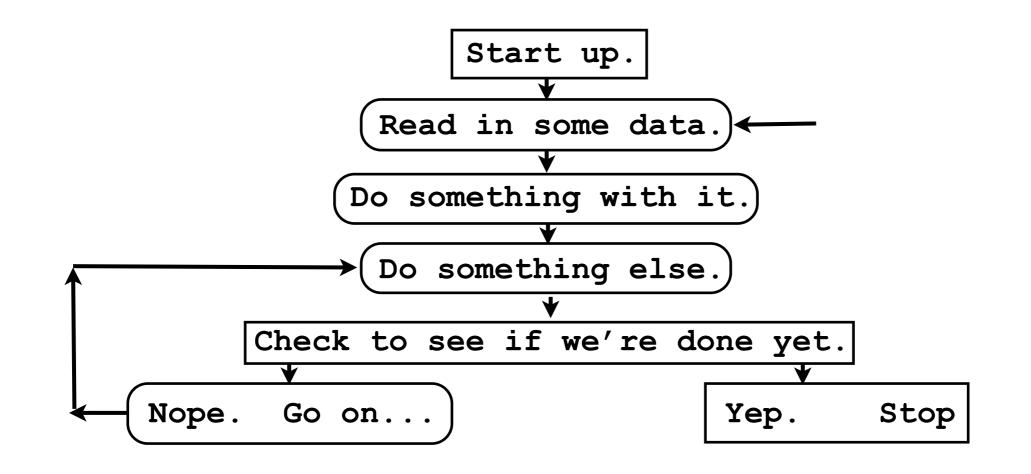
Allez OOP!

a cartoon version of

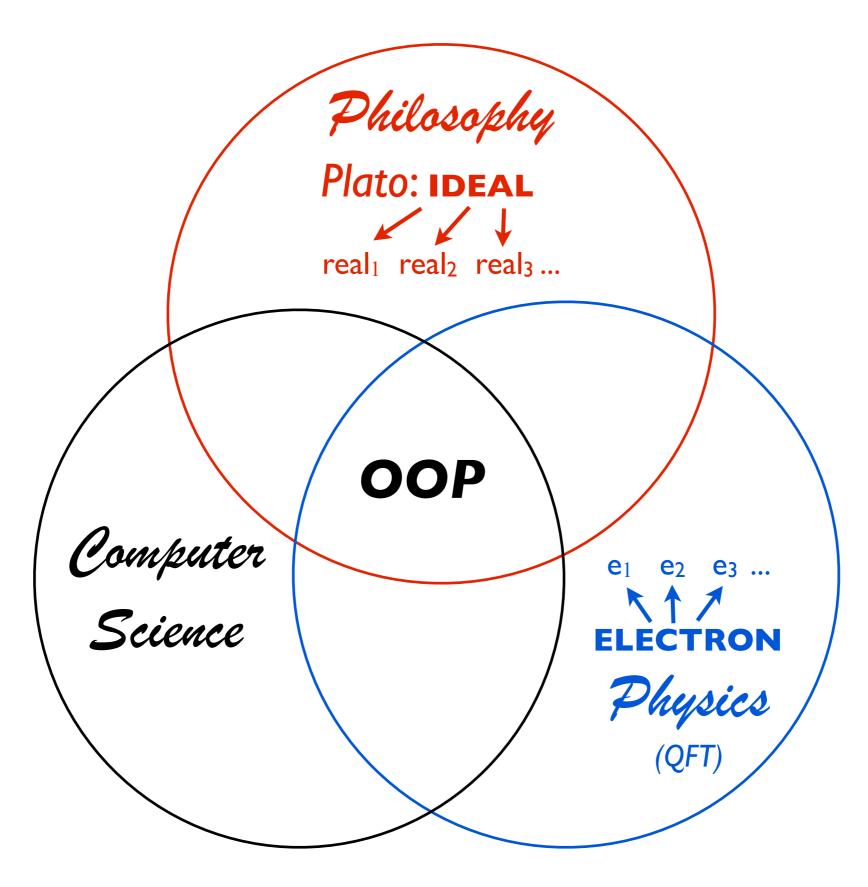
Object-Oriented Programming

Tuesday, October 5, 2010

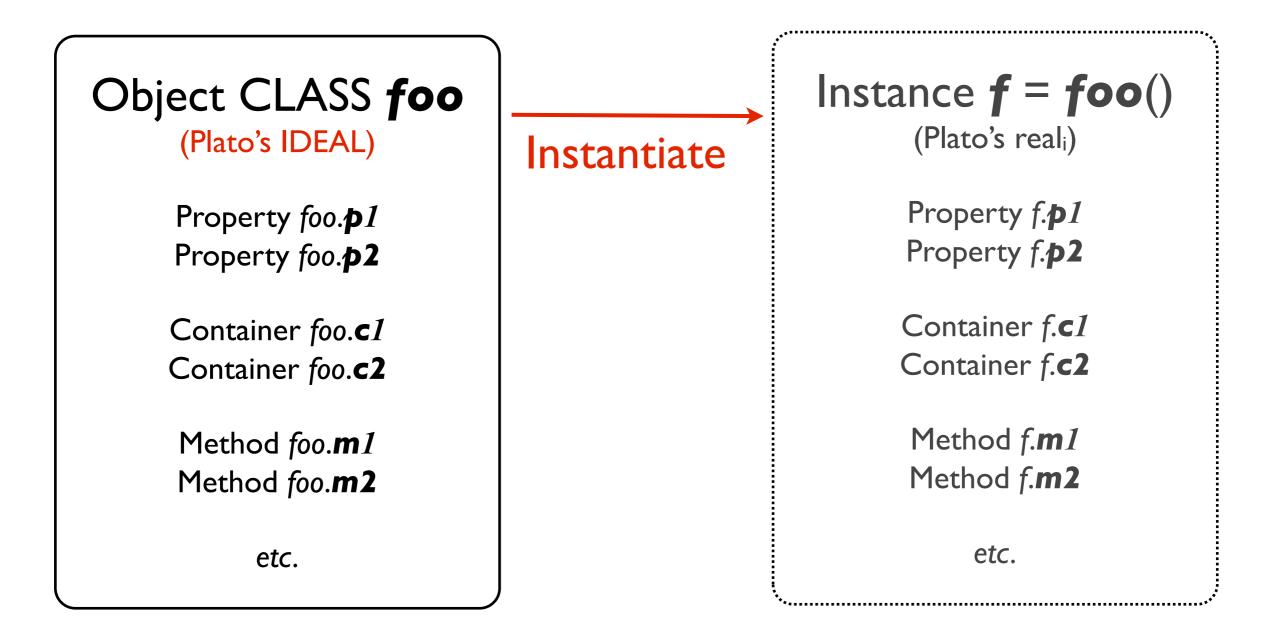
cartoon version of linear programming (e.g. FORTRAN)



Object-**O**riented **P**rogramming: another Instance of the Platonic Ideal?



cartoon version of **OO** programming (e.g. python)



+ Communication between Instances, ...

There are many Object-Oriented Programming languages.

Some examples are:

Java (the Queen of **OOP**)

PHP (surprise!)

C++ (?)

Python (this week's lesson)

One thing to be keenly aware of:

You can build your own Classes, but usually you are **instantiating** extremely sophisticated Classes developed by others!

When you steal from one author, it's plagiarism; if you steal from many, it's research. - Wilson Mizner Tuesday, October 5, 2010

#! /usr/bin/env python

```
from pyx import *
import sys
```

```
#The command argument is the data file name:
print sys.argv[I]
```

```
# Use LaTeX to make title & axis labels:
text.set( mode="latex" )
```

. . .

Include the graph title, aesthetically located:
g.text(g.width/8, g.height+0.2, "{\large\sl Just Some Typical Data}")

```
# Plot the zero-axes as "strokes" in screen coordinates:
xrng = xmax-xmin
x0pos = g.width*abs(xmin)/xrng
yrng = ymax-ymin
y0pos = g.height*abs(ymin/yrng)
g.stroke( path.line( x0pos, 0, x0pos, g.height ),
    [style.linestyle.dashed, color.rgb.blue] )
g.stroke( path.line( 0, y0pos, g.width, y0pos ),
    [style.linestyle.dashed, color.rgb.blue] )
```

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. . .

