



Programming for Social Scientists

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Object-oriented programming

Imperative programming

Structured programming

Procedural programming

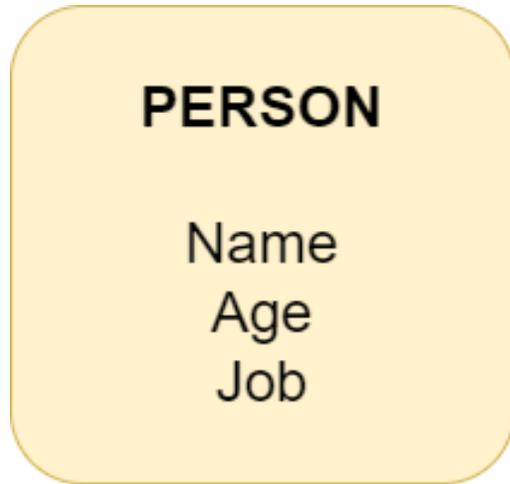
Object-oriented programming

Declarative programming

Functional programming

Logic programming

Programming paradigms

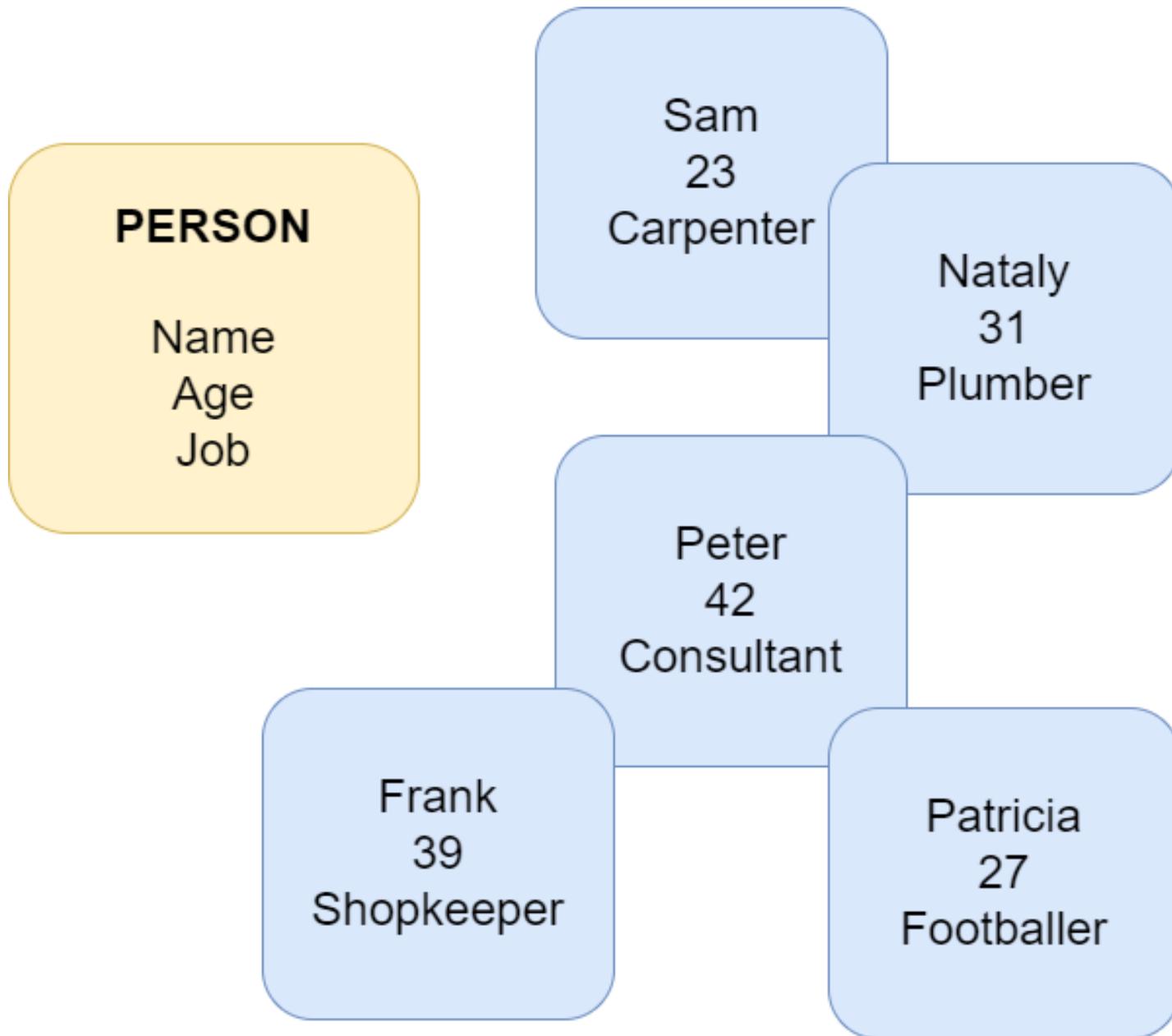


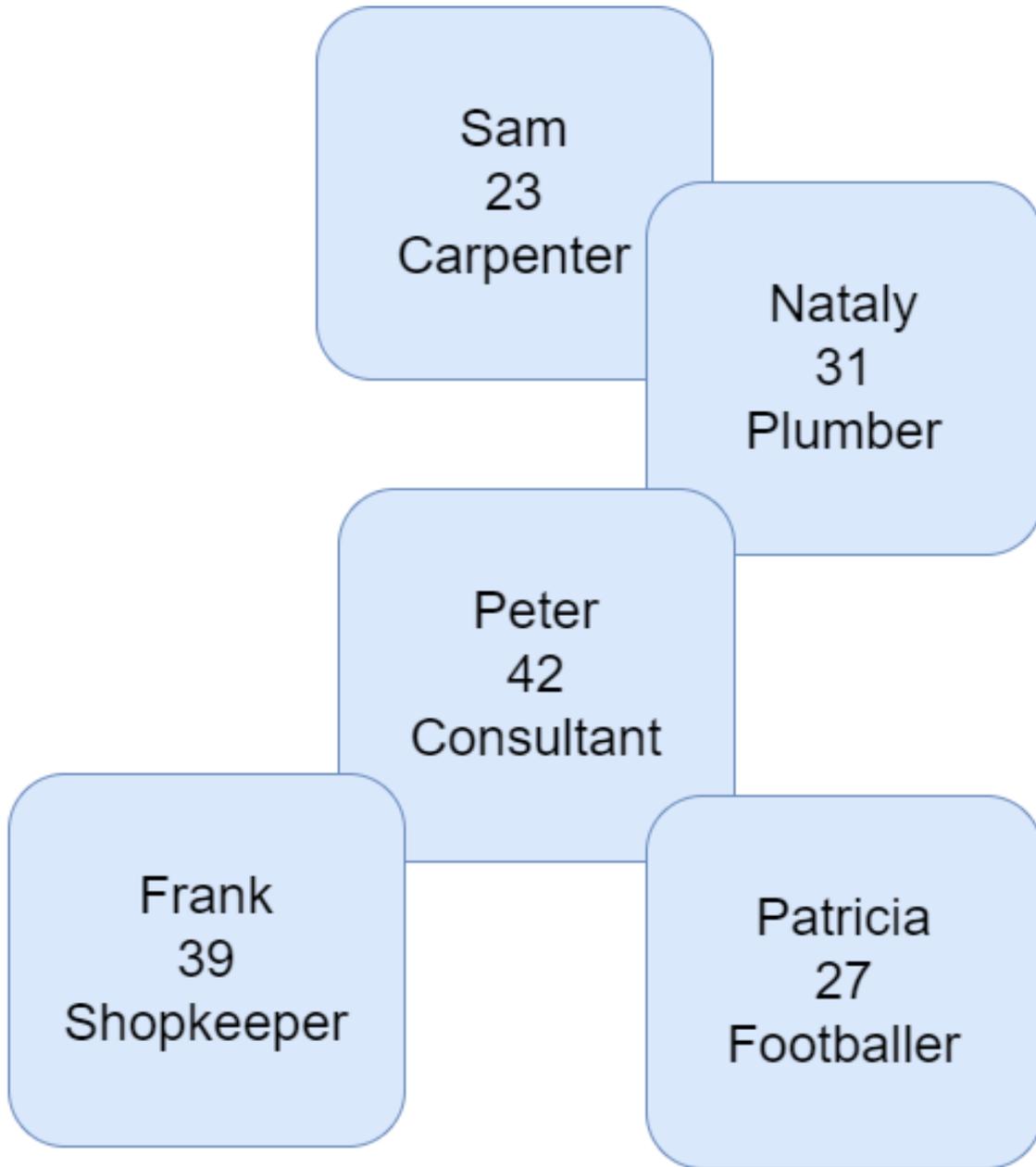
Class

Blueprint or template for user-defined data.

Defines data and functionality to be associated with each instance.

Does not yet reserve any memory space for data.





Object

Instance of a specific object, based on the class definition.

Reserves specific memory space for the data, as any other variable type.

```
class Person:
```

```
    def __init__(self, name, age):  
        self.name = name  
        self.age = age
```



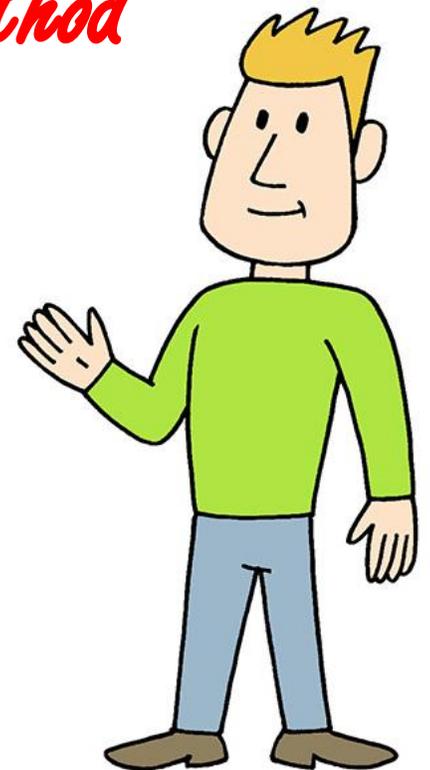
Constructor

```
    def print(self):  
        print("%s is %d years old" % (self.name, self.age))
```



Method

Person
Name
Age
Print



```
class Person:

    def __init__(self, name, age):
        self.name = name
        self.age = age

    def print(self):
        print("%s is %d years old" % (self.name, self.age))
```

Defining a class

Person
Name
Age
Print

```
john = Person("John", 42)
peter = Person("Peter", 30)
```

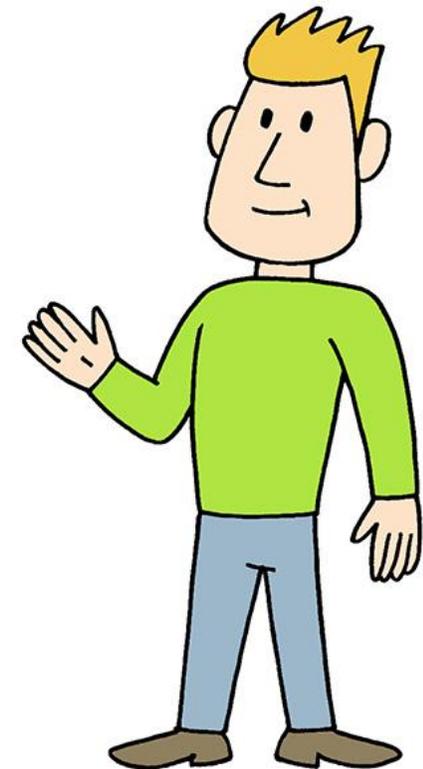
Creating objects

```
john.print()
```

```
peter.print()
```

Calling methods

```
print(type(john))
```



```
class Person:
```

```
    def __init__(self, name, age):
```

```
        self.name = name
```

```
        self.age = age
```

} *Instance variables*

```
    def print(self):
```

```
        print("%s is %d years old" % (self.name, self.age))
```

```
p = Person("Jos", 48)
```

```
print(p)
```

```
print(p.age)
```

*Instance variables are
publicly accessible*

```
class Person:

    def __init__(self, name, age):
        self.name = name
        self.age = age

    def print(self):
        print("%s is %d years old" % (self.name, self.age))

    def getAge(self):
        return self.age

    def setAge(self, age):
        self.age = age
```

} *Getter- and setter-methods*

```
p = Person("Jos", 48)
print(p)

print(p.getAge())
```

```
class Person:

    def __init__(self, name, age):
        self.name = name
        self.__age = age

    def print(self):
        print("%s is %d years old" % (self.name, self.__age))

    def getAge(self):
        return self.__age

    def setAge(self, age):
        self.__age = age

p = Person("Jos", 48)
print(p)

print(p.getAge())

print(p.__age)
```

Age is now a private instance variable

*Now you need getter- and setter-methods
Direct access generates error*

Search

person.py × main.py × +

person.py

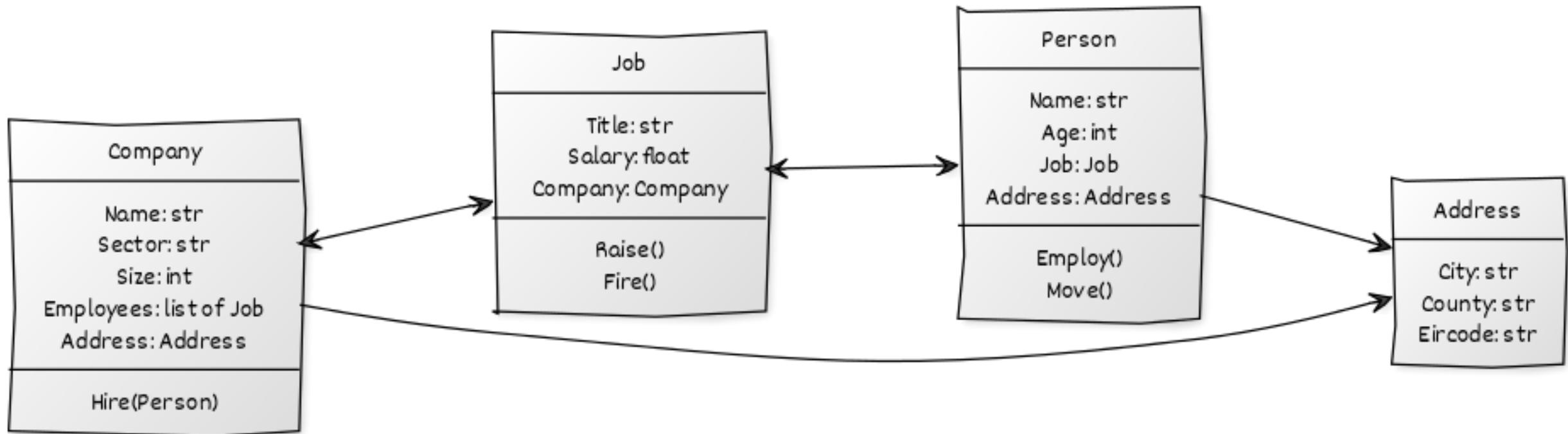
```
1 class Person:
2
3     def __init__(self, name, age):
4         self.name = name
5         self.age = age
6
7     def print(self):
8         print("%s is %d years old" % (self.name, self.age))
9
```

Search

person.py × main.py × +

main.py

```
1 from person import Person
2
3 john = Person("John", 42)
4 peter = Person("Peter", 30)
5
6
7 john.print()
8
9 peter.print()
10
11
12 print(type(john))
13
```





JASSSS

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Thinking about our simulation, what are some classes (types of objects) that come to mind?

Abstract: Studies on the fundamental role of diverse media in the formation of public opinion can protect us from the spreading of brainwashing, extremism, and terrorism. Many fear the information cocoon may result in polarization of the public opinion. Hence, in this work, we investigate how audiences' choices among diverse media might influence public opinion. Specifically, we aim to figure out how peoples' horizons (i.e., range of