

Python Mapping for Structures

A Slice [structure](#) maps to a Python class with the same name. For each Slice data member, the Python class contains a corresponding attribute. For example, here is our [Employee](#) structure once more:

Slice
<pre>struct Employee { long number; string firstName; string lastName; };</pre>

The Python mapping generates the following definition for this structure:

Python
<pre>class Employee(object): def __init__(self, number=0, firstName='', lastName=''): self.number = number self.firstName = firstName self.lastName = lastName def __hash__(self): # ... def __eq__(self, other): # ... def __str__(self): # ...</pre>

The constructor initializes each of the attributes to a default value appropriate for its type. You can also declare different [default values](#) for members of primitive and enumerated types.

The `__hash__` method returns a hash value for the structure based on the value of all its data members.

The `__eq__` method returns true if all members of two structures are (recursively) equal.

The `__str__` method returns a string representation of the structure.

See Also

- [Structures](#)
- [Dictionaries](#)
- [Python Mapping for Identifiers](#)
- [Python Mapping for Modules](#)
- [Python Mapping for Built-In Types](#)
- [Python Mapping for Enumerations](#)
- [Python Mapping for Sequences](#)
- [Python Mapping for Dictionaries](#)
- [Python Mapping for Constants](#)
- [Python Mapping for Exceptions](#)