[320] Inheritance

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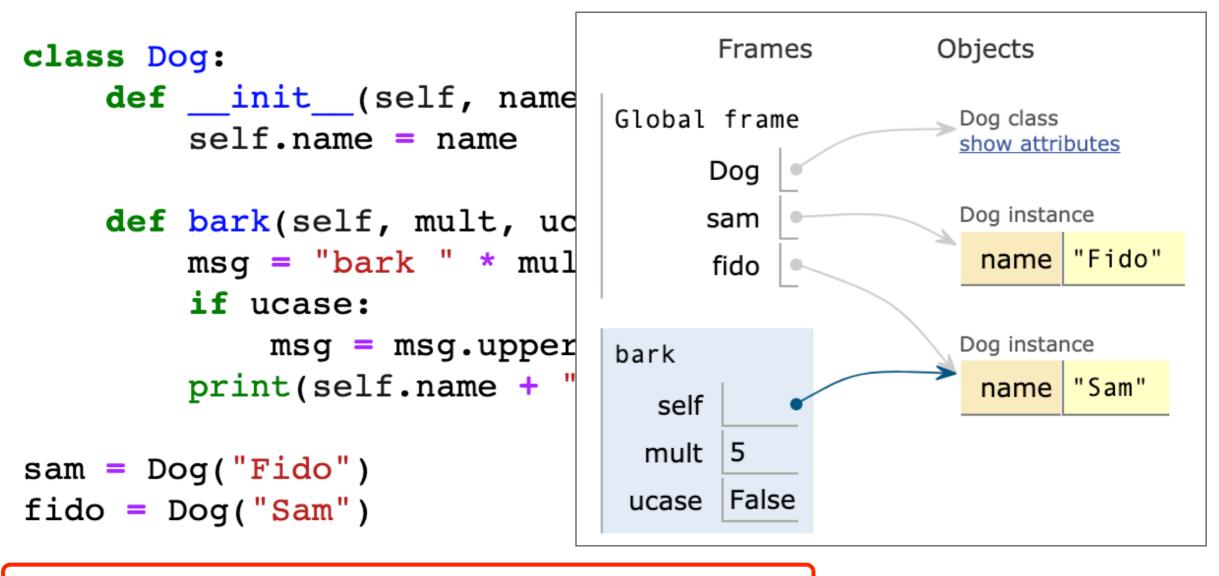
```
class Dog:
     def init (self, name):
         self.name = name
    def bark(self, mult, ucase):
         msg = "bark " * mult
         if ucase:
             msg = msg.upper()
         print(self.name + ": " + msg)
sam = Dog("Fido")
fido = Dog("Sam")
fido.bark(5, False)
                                     # 1
                                     # 2
fido.bark(fido, 5, True)
fido.bark(fido, 5, True, None)
                                     # 3
which call produces the following error?
```

TypeError: bark() takes 3 positional arguments but 4 were given

```
Review Classes + Special Methods
```

```
class Dog:
    def init (self, name):
        self.name = name
    def bark(self, mult, ucase):
        msg = "bark " * mult
        if ucase:
            msg = msg.upper()
        print(self.name + ": " + msg)
sam = Dog("Fido")
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fido.bark(5, False)
                                    # 1
                                    # 2
fido.bark(fido, 5, True)
fido.bark(fido, 5, True, None)
                                    # 3
   which call is correct?
```

```
class Dog:
    def init (self, name):
        self.name = name
    def bark(self, mult, ucase):
        msg = "bark " * mult
        if ucase:
            msg = msg.upper()
        print(self.name + ": " + msg)
sam = Dog("Fido")
fido = Dog("Sam")
fido.bark(5, False)
                                  # 1
what is printed?
(1) Fido: bark bark bark bark bark
(2) Fido: BARK BARK BARK BARK BARK
(3) Sam: bark bark bark bark bark
```



fido.bark(5, False)

1

what is printed?

- (1) Fido: bark bark bark bark bark
- (2) Fido: BARK BARK BARK BARK BARK
- (3) Sam: bark bark bark bark bark

Special methods usually get called

- I. explicitly
- 2. implicitly

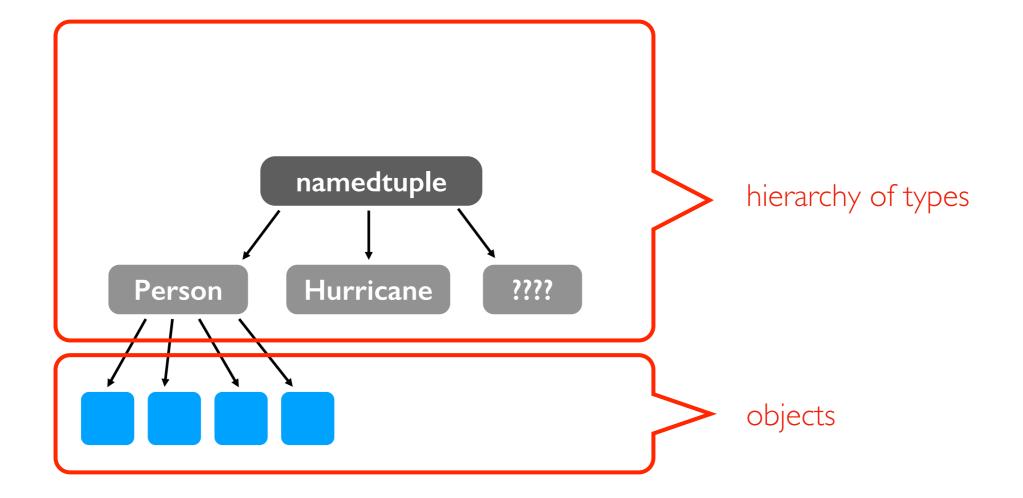
What does **print(...)** use to represent an object?

- I. _____str____
- 2. ____repr___
- 3. _repr_html_

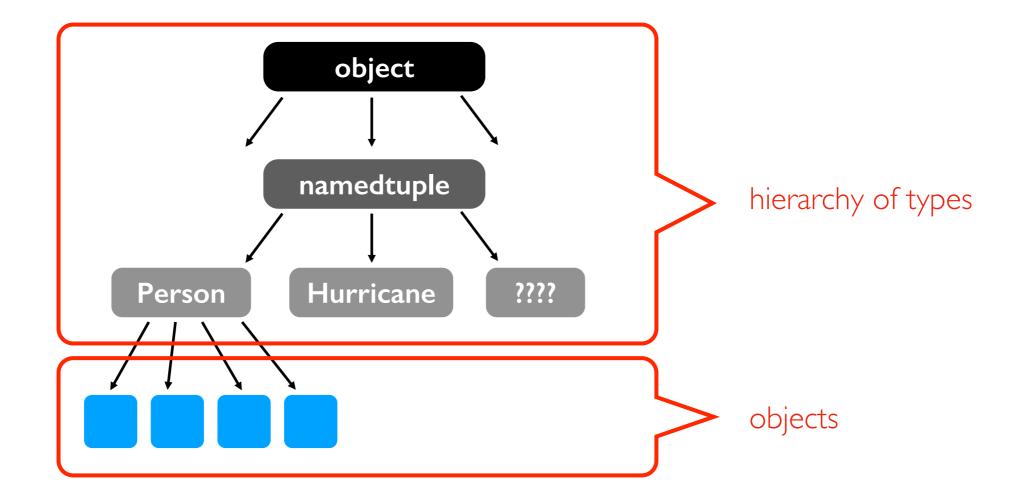
What special method must be implemented for **sorting** to work?

- __repr___
 __order___
 __lt___
- 4. __gt__

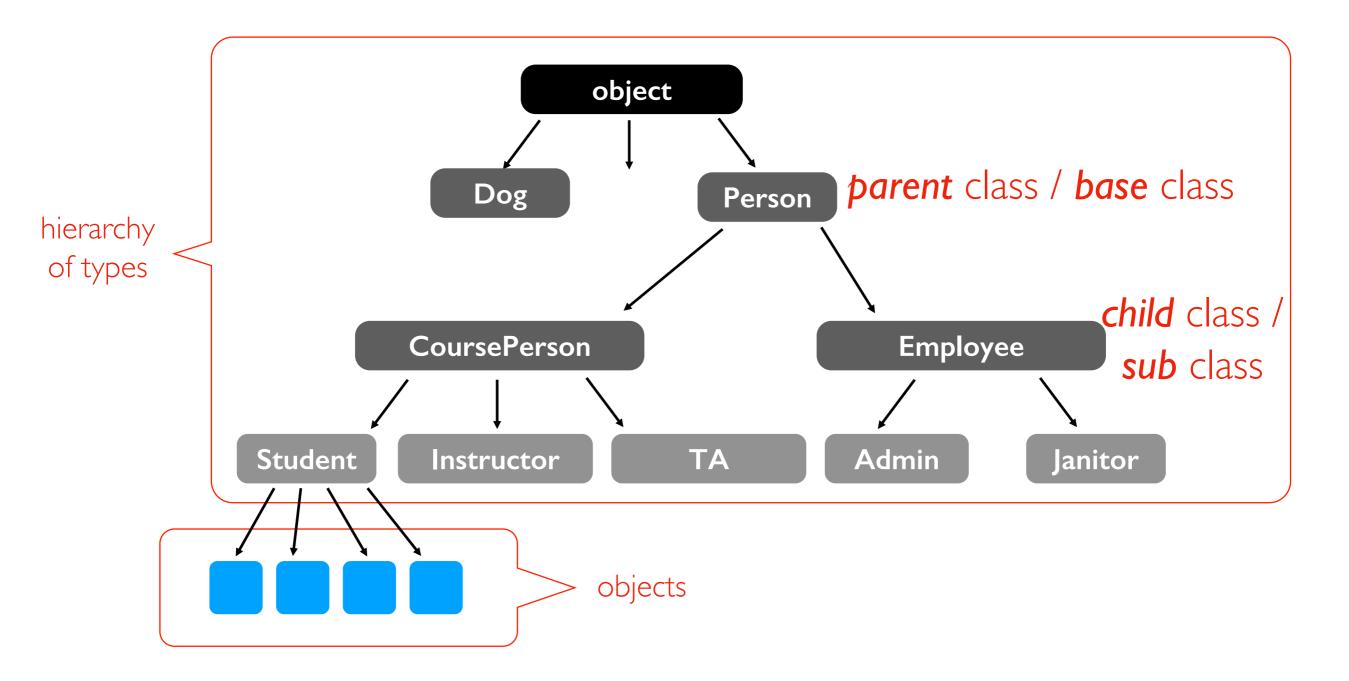
Review Classes + Special Methods: Self study from math import * class ContinuousList: def init (self, L): self.L = Ldef getitem (self, pos): assert 0 <= pos <= len(self.L) - 1 idx1 = floor(pos) # round down idx2 = ceil(pos) # round up v1 = self.L[idx1] v2 = self.L[idx2]diff = $v_2 - v_1$ return v1 + (pos - idx1) * diff clist = ContinuousList([7, 8, 9, 100, 200])x = clist[3.2] y = clist[1:3] what will x be? (there won't be an error) Review Classes + Special Methods: Self study from math import * class ContinuousList: def init (self, L): self.L = Ldef getitem (self, pos): assert 0 <= pos <= len(self.L) - 1 idx1 = floor(pos) # round down idx2 = ceil(pos) # round up v1 = self.L[idx1] v2 = self.L[idx2]diff = $v_2 - v_1$ **return** v1 + (pos - idx1) * diff clist = ContinuousList([7, 8, 9, 100, 200])x = clist[3.2] Inheritance



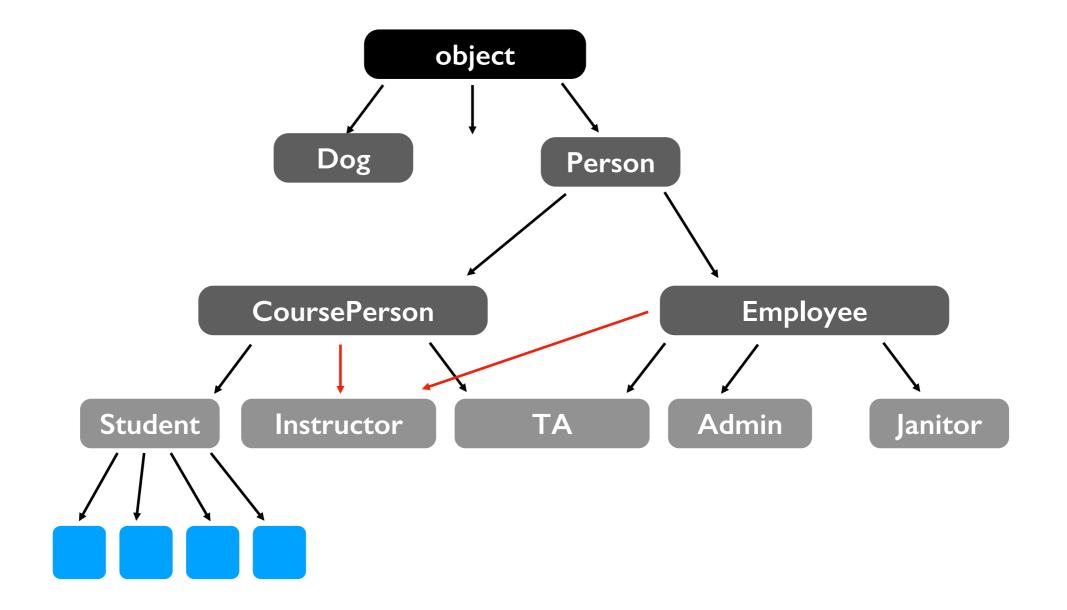
classes (and types in general) form a hierarchy



weird naming: the top type is called "object"



we can design the hierarchy with inheritance



multiple inheritance

Coding Examples

Principals

- method inheritance
- method resolution order
- overriding methods, constructor
- calling overridden methods
- abc's (abstract base classes)