

CLASSES: INHERITANCE & POLYMORPHISM

Overview:

- define new classes with inheritance

Inheritance

- can define new classes
 1. inherit parents methods
 2. can override parent methods
 3. can define new methods
- example: class *Free_Sphere*
 1. derived from *Sphere*
 2. has center at (x, y, z)
 3. inherits *volume()* method
 4. overrides *__str__()* method
 5. defines method *move()*
$$(x, y, z) \mapsto (x+dx, y+dy, z+dz)$$

Free_Sphere Class

```
import Sphere    # all previous code for Sphere

class Free_Sphere(Sphere):
    def __init__(self, x=0, y=0, z=0, radius=1):
        Sphere.__init__(self, radius)
        self.__x = x
        self.__y = y
        self.__z = z

    def __str__(self):
        return 'free sphere at ({},{},{}) \
               radius {}'.format(self.__x,
                                   self.__y, self.__z,
                                   Sphere.get_radius(self))

    def move(self, dx=0, dy=0, dz=0):
        self.__x = self.__x + dx
        self.__y = self.__y + dy
        self.__z = self.__z + dz
```

Free_Sphere Instance

Free_Sphere instance

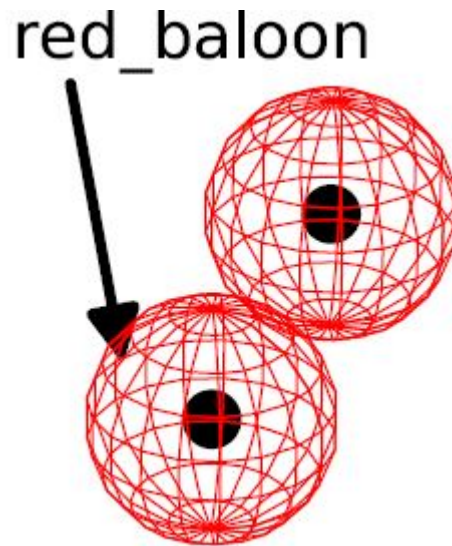
free sphere at (1,1,1) with radius 2	
<code>_Free_Sphere__x</code>	1
<code>_Free_Sphere__y</code>	1
<code>_Free_Sphere__z</code>	1
<code>_Sphere__r</code>	2

- contains a *Sphere* instance

```
red_balloon = Free_Sphere(1, 1, 1, 2)
print(red_balloon)
```

```
free sphere at (1,1,1) with radius 2
```

Free_Sphere Class



```
red_balloon = Free_Sphere(1, 1, 1, 2)
print(red_balloon)
volume = red_balloon.volume()
red_balloon.move(1,2,2)
print(red_balloon)
```

```
free sphere at (1,1,1) with radius 2
volume: 33.49
free sphere at (2,3,3) with radius 2
```

Polymorphism

Sphere instance

sphere with radius 1	
<code>_Sphere__r</code>	1

Free_Sphere instance

free sphere at (1,1,1) with radius 2	
<code>_Free_Sphere__x</code>	1
<code>_Free_Sphere__y</code>	1
<code>_Free_Sphere__z</code>	1
<code>_Sphere__r</code>	2

- both classes have `__str__()` method

```
green_ball = Sphere(1)
red_balloon = Free_Sphere(1, 1, 1, 2)
```

```
print('green ball is', green_ball)
print('red balloon is', red_balloon)
```

Polymorphism (cont'd)

```
green_ball = Sphere(1)
red_balloon = Free_Sphere(1, 1, 1, 2)

print('green ball is', green_ball)
print('red balloon is', red_balloon)

print('green_ball volume: ',
      green_ball.volume())
print('red balloon volume: ',
      red_balloon.volume())
```

```
green ball is sphere with radius 1
red balloon is free sphere at (1,1,1) with radius 2
green_ball volume:  4.19
red balloon volume: 33.49
```

- same function name in
in different classes

Exercise(s):

- define a derived class *Shifted_Circle*
 1. takes radius and (x, y, z) coordinates for the center
 2. defines new method *distance()* to compute its distance from $(0, 0, 0)$
 3. overrides its *__str__()* method