# Cheatsheets / Learn Python 3

# Classes



## Python repr method

The Python \_\_repr\_\_() method is used to tell Python what the *string representation* of the class should be. It can only have one parameter, Self, and it should return a string.

## Python class methods

In Python, *methods* are functions that are defined as part of a class. It is common practice that the first argument of any method that is part of a class is the actual object calling the method. This argument is usually called **self**.

# **Instantiate Python Class**

In Python, a class needs to be instantiated before use.

As an analogy, a class can be thought of as a blueprint (Car), and an instance is an actual implementation of the blueprint (Ferrari).

```
class Employee:
    def __init__(self, name):
        self.name = name

    def __repr__(self):
        return self.name

john = Employee('John')
print(john) # John
```

```
# Dog class
class Dog:
    # Method of the class
    def bark(self):
        print("Ham-Ham")

# Create a new instance
charlie = Dog()

# Call the method
charlie.bark()
# This will output "Ham-Ham"
```

```
class Car:
    "This is an empty class"
    pass

# Class Instantiation
ferrari = Car()
```

### **Python Class Variables**

In Python, class variables are defined outside of all methods and have the same value for every instance of the class.

```
Class variables are accessed with the instance.variable or class_name.variable syntaxes.
```

### Python init method

In Python, the .\_\_init\_\_() method is used to initialize a newly created object. It is called every time the class is instantiated.

```
class my_class:
   class_variable = "I am a Class
Variable!"

x = my_class()
y = my_class()

print(x.class_variable) #I am a
Class Variable!
print(y.class_variable) #I am a
Class Variable!
```

```
class Animal:
    def __init__(self, voice):
        self.voice = voice

# When a class instance is created,
    the instance variable
# 'voice' is created and set to the
    input value.
cat = Animal('Meow')
print(cat.voice) # Output: Meow

dog = Animal('Woof')
print(dog.voice) # Output: Woof
```

## Python type() function

The Python type() function returns the data type of the argument passed to it.

### **Python class**

In Python, a class is a template for a data type. A class can be defined using the  $\mbox{Class}$  keyword.

## Python dir() function

In Python, the built-in dir() function, without any argument, returns a list of all the attributes in the current scope.

With an object as argument, dir() tries to return all valid object attributes.

```
a = 1
print(type(a)) # <class 'int'>
a = 1.1
print(type(a)) # <class 'float'>
a = 'b'
print(type(a)) # <class 'str'>
a = None
print(type(a)) # <class 'NoneType'>
```

```
# Defining a class
class Animal:
    def __init__(self, name,
number_of_legs):
        self.name = name
        self.number_of_legs =
number_of_legs
```

```
class Employee:
    def __init__(self, name):
        self.name = name

    def print_name(self):
        print("Hi, I'm " + self.name)

print(dir())
# ['Employee', '__builtins__',
    '__doc__', '__file__', '__name__',
    '__package__', 'new_employee']

print(dir(Employee))
# ['__doc__', '__init__',
    '__module__', 'print_name']
```

## \_\_main\_\_ in Python

In Python, \_\_main\_\_ is an identifier used to reference the current file context. When a module is read from standard input, a script, or from an interactive prompt, its \_\_name\_\_ is set equal to \_\_main\_\_ .

Suppose we create an instance of a class called CoolClass . Printing the type() of the instance will result in:

```
<class '__main__.CoolClass'>
```

This means that the class CoolClass was defined in the current script file.

### **Super() Function in Python Inheritance**

Python's Super() function allows a subclass to invoke its parent's version of an overridden method.

## **User-defined exceptions in Python**

In Python, new exceptions can be defined by creating a new class which has to be derived, either directly or indirectly, from Python's **Exception** class.

```
class ParentClass:
    def print_test(self):
        print("Parent Method")

class ChildClass(ParentClass):
    def print_test(self):
        print("Child Method")
        # Calls the parent's version of
print_test()
        super().print_test()

child_instance = ChildClass()
child_instance.print_test()

# Output:
# Child Method
# Parent Method
```

```
class CustomError(Exception):
   pass
```

## **Polymorphism in Python**

When two Python classes offer the same set of methods with different implementations, the classes are polymorphic and are said to have the same interface. An interface in this sense might involve a common inherited class and a set of overridden methods. This allows using the two objects in the same way regardless of their individual types. When a child class overrides a method of a parent class, then the type of the object determines the version of the method to be called. If the object is an instance of the child class, then the child class version of the overridden method will be called. On the other hand, if the object is an instance of the parent class, then the parent class version of the method is called.

## **Dunder methods in Python**

Dunder methods, which stands for "Double Under" (Underscore) methods, are special methods which have double underscores at the beginning and end of their names.

We use them to create functionality that can't be represented as a normal method, and resemble native Python data type interactions. A few examples for dunder methods are:  $\_init\_\_$ ,  $\_add\_\_$ ,  $\_len\_\_$ , and  $\_iter\_\_$ . The example code block shows a class with a

definition for the \_\_init\_\_ dunder method.

#### **Method Overriding in Python**

In Python, inheritance allows for method overriding, which lets a child class change and redefine the implementation of methods already defined in its parent class.

The following example code block creates a

ParentClass and a ChildClass which

both define a print\_test() method.

As the ChildClass inherits from the

ParentClass, the method

print\_test() will be overridden by

ChildClass such that it prints the word "Child"

instead of "Parent".

```
class ParentClass:
    def print_self(self):
        print('A')

class ChildClass(ParentClass):
    def print_self(self):
        print('B')

obj_A = ParentClass()
obj_B = ChildClass()

obj_A.print_self() # A
obj_B.print_self() # B
```

```
class String:
    # Dunder method to initialize
object
    def __init__(self, string):
        self.string = string

string1 = String("Hello World!")
print(string1.string) # Hello
World!
```

```
class ParentClass:
    def print_self(self):
        print("Parent")

class ChildClass(ParentClass):
    def print_self(self):
        print("Child")

child_instance = ChildClass()
    child_instance.print_self() # Child
```

### Python issubclass() Function

The Python issubclass() built-in function checks if the first argument is a subclass of the second argument.

In the example code block, we check that Member is a subclass of the Family class.

### **Python Inheritance**

Subclassing in Python, also known as "inheritance", allows classes to share the same attributes and methods from a parent or superclass. Inheritance in Python can be accomplished by putting the superclass name between parentheses after the subclass or child class name.

In the example code block, the Dog class subclasses the Animal class, inheriting all of its attributes.

## + Operator

In Python, the + operation can be defined for a user-defined class by giving that class an

```
.__add()__ method.
```

```
class Family:
    def type(self):
        print("Parent class")

class Member(Family):
    def type(self):
        print("Child class")

print(issubclass(Member, Family)) #
True
```

```
class Animal:
    def __init__(self, name, legs):
        self.name = name
        self.legs = legs

class Dog(Animal):
    def sound(self):
        print("Woof!")

Yoki = Dog("Yoki", 4)
print(Yoki.name) # YOKI
print(Yoki.legs) # 4
Yoki.sound() # Woof!
```

```
class A:
    def __init__(self, a):
        self.a = a
    def __add__(self, other):
        return self.a + other.a

obj1 = A(5)
    obj2 = A(10)
    print(obj1 + obj2) # 15
```