

04-05-2025

Inheritance

Decorators

method
Overriding : —

class A

def write (self, ...):

=====

class B (A) parent

def write (self, ...):

=====

B()
 ↓
 obj
 ↓

write of B

Suppose Below is Java/C++

def add (a, b):
 a+b

def add (a, b, c):
 a+b+c

add(¹2, ¹3)

add(2, 3, 1)

overloading

```
def bookticket ([name.], [age])
```

```
def bookticket (name, age)
```

bookticket ([monal], [30])
↓ ↓
list list

bookticket (monal, age)
↓ ↓
str str

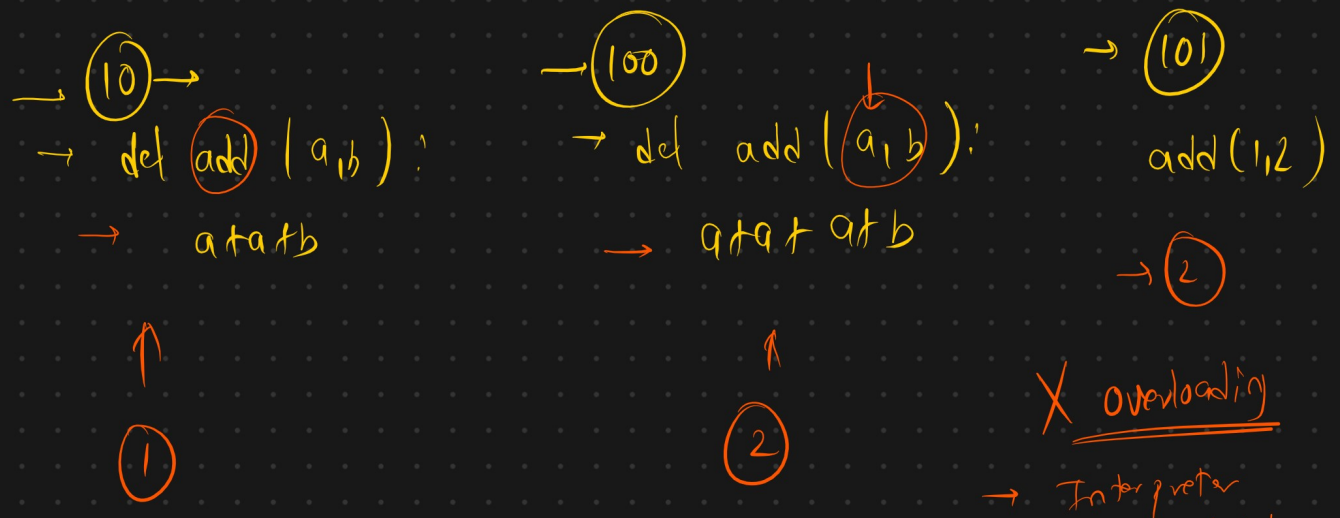
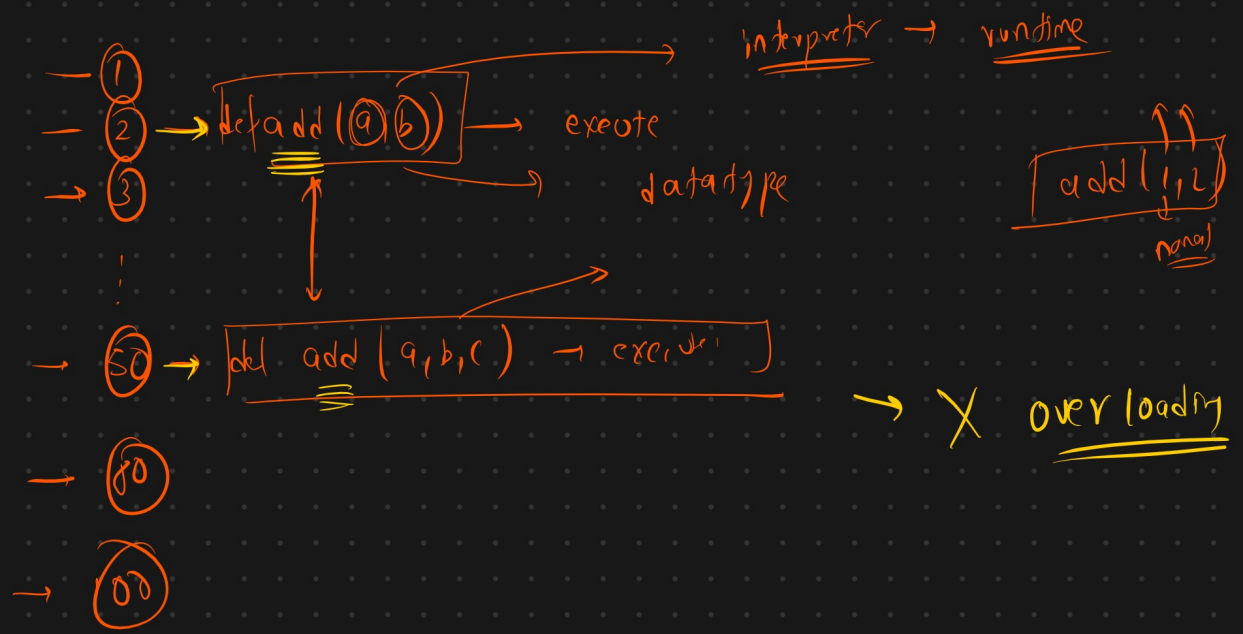
c++ , java
[icon] → void add (inta, int b)
1000 lines → void add (double a, double b)
↓
~~run~~ compiler
↓
object for execution

Java →
c++ → data type
void (int, int)
void (double, double)

python

→ def add (a, b):
 a+b

def add (a, b)
 a+b



X overloading
 → Interpreter
 → dynamic datatype
 allocation

Inheritance

```
class B:  
    def greet(self):  
        print("Hello from B")
```

```
class C:  
    def greet(self):  
        print("Hello from C")
```

```
class A(B):  
    def greet(self):  
        super().greet()  
        print("Hello from A")
```

B greet() → Hello from B class

C

A B ↗ parent
→ del greet():
→ super().greet() ✓
→ print("Hello from A")

a = A()

a.greet() →
① → Hello from B
② → Hello from A.

A
del greet()

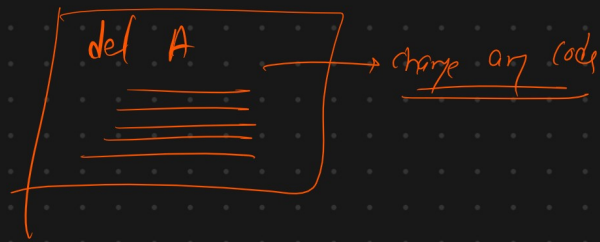
B
def greet()

C A B
del greet()
→ super.greet()
print("Hello C")

MRO → sub Method Resolution Order

↓
Determines which method to call.

special func's



```
def my_decorator(func):  
    def wrapper():  
        print("Before the function runs.")  
        func()  
        print("After the function runs.")  
    return wrapper  
  
def say_hello():  
    print("Hello!")
```

① create a function which does something with another function

② create a function that accept func & pass to step ①

abc = my_decorator (say_hello)

```
def add(a,b)  
    c = a+b  
    return c
```

④ - add(1,2)

