Worksheet: OOP and Recursion

(1)

1. the parent class of Dog is Pet. Does Pet have a parent type? If so, what is it?

2. how many arguments does line C pass?

3. how many arguments does line B pass?

4. on another paper, draw what the frames and object(s) will look like after line A. (check with PythonTutor)

```python
class Pet:
  def __init__(self, name):
    self.name = name # A

class Dog(Pet):
  def __init__(self, name, age):
    self.age = age
    Pet.__init__(self, name) # B

pup = Dog("Sam", 1) # C
```
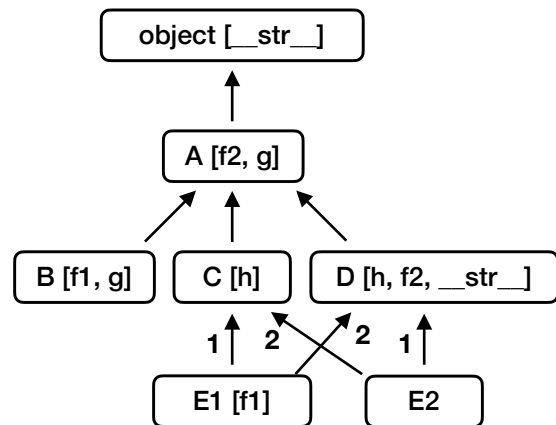
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(2)

```python
class A:
    # methods: f2, g
class B(A):
    # methods: f1, g
class C(A):
    # methods: h
class D(A):
    # methods: h, f2, __str__
class E1(C, D):
    # methods: f1
class M(B, E1):
    # methods: none



w = C()
x = M()
y = E1()
z = E2()
```


1. add code for class **E2** above

2. draw any missing details in the class hierarchy

3. what method will `x.g()` invoke?

4. what method will `x.f1()` invoke?

5. what method will `x.f2()` invoke?

6. what method will `print(x)` invoke?

7. what method will `print(w)` invoke?

8. what method will `y.h()` invoke?

9. what method will `z.h()` invoke?

10. which is correct?
    `w.__mro__` or `C.__mro__`

11. Circle Everything True

| type(w) == A | type(w) == C | isinstance(z, A) | isinstance(B, A) |

| type(y) == M | type(y) == E1 | isinstance(w, A) | isinstance(w, C) |

| | | isinstance(y, M) | isinstance(y, E1) |

3

```
def fact(n):
    if n == 0:
        return 1
    return n * fact(n-1)

# what is fact(5)
```

```
def fib(n):
    if n < 2:
        return n
    return fib(n-1) + fib(n-2)

# what is fib(6)?
```

4

```
def f(n):
    print(n)
    if n < 9:
        f(n + 1)

# what does f(7) print?
```

```
def g(n):
    if n < 9:
        g(n + 1)
    print(n)

# what does f(7) print?
```

```
def M(n):
    print(n)
    if n > 1:
        M(n-1)
        print(n)

# what does M(3) print?
```

```
B = []
def h(A):
    if len(A) > 0:
        h(A[1:])
        B.append(A[0])
h([2, 5, 6, 3])
# what is in B?
```
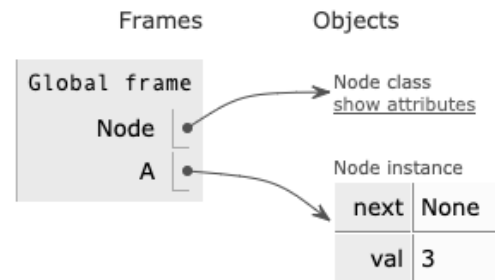
5

```
class Node:
    def __init__(self, val):
        self.val = val
        self.next = None

    def tot(self):
        if self.next == None:
            return self.val
        return self.val + self.next.tot()

    def __getitem__(self, idx):
        if idx == 0:
            return self.val
        return self.next[idx-1]

A = Node(3)
B = Node(5)
C = Node(7)
A.next = B
B.next = C
```


Frames   Objects

Global frame
Node
A

Node class
show attributes

Node instance
next | None
val | 3

1. finish the PythonTutor picture on the right
2. what is C.tot()? B.tot()? A.tot()?
3. what is A[0]? A[2]?
4. what kind of error does A[-1] produce?
5. how would the PythonTutor change if we added C.next = A?
6. what would C[3] be, given above change?
7. what would A.tot() do, give above change?