

# PYTHON CLASSES and INHERITANCE

(download slides and .py files      'follow along!')

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6.0001 LECTURE 9

# LAST TIME

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- abstract data types through classes
- `Coordinate` example
- `Fraction` example

# TODAY

- more on classes
  - getters and setters
  - information hiding
  - class variables
- inheritance

# IMPLEMENTING THE CLASS

# USING THE CLASS

- write code from two different perspectives

**implementing** a new object type with a class

- **define** the class
- define **data attributes** (WHAT IS the object)
- define **methods** (HOW TO use the object)

**using** the new object type in code

- create **instances** of the object type
- do **operations** with them

# CLASS DEFINITION OF AN OBJECT TYPE

# INSTANCE OF A CLASS

- class name is the **type**  
`class Coordinate(object)`
- class is defined generically
  - use `self` to refer to some instance while defining the class  
`(self.x - self.y)**2`
  - `self` is a parameter to methods in class definition
- class defines data and methods **common across all instances**

- instance is **one specific** object  
`coord = Coordinate(1,2)`
- data attribute values vary between instances  
`c1 = Coordinate(1,2)`  
`c2 = Coordinate(3,4)`
  - `c1` and `c2` have different data attribute values `c1.x` and `c2.x` because they are different objects
- instance has the **structure of the class**

# WHY USE OOP AND CLASSES OF OBJECTS?

- mimic real life
- group different objects part of the same type



Jelly  
1 year old  
brown



5 years old  
brown



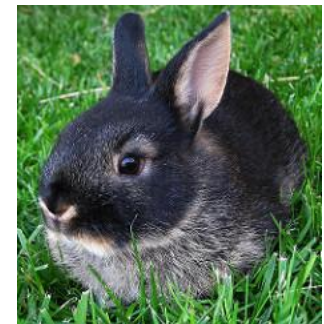
Tiger  
2 years old  
brown



Bean  
0 years old  
black



2 years old  
white



1 year old  
b/w

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# WHY USE OOP AND CLASSES OF OBJECTS?

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- group different objects part of the same type

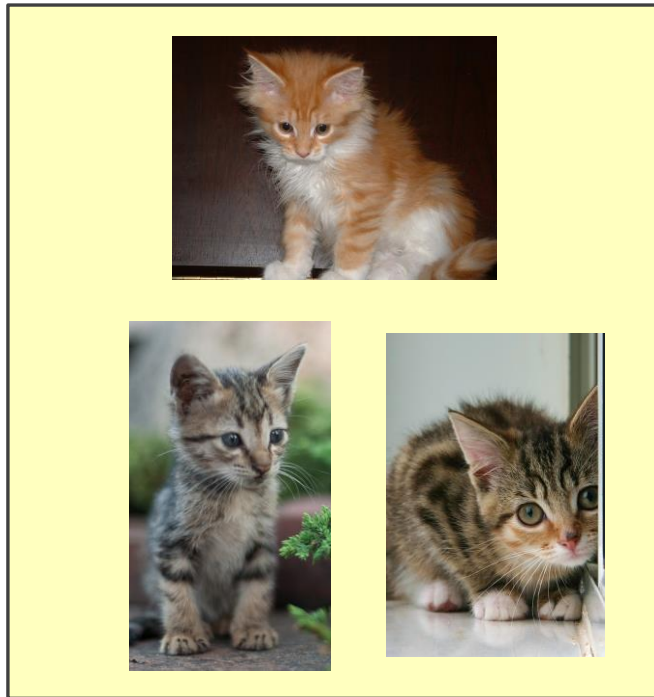


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# GROUPS OF OBJECTS HAVE ATTRIBUTES (RECAP)

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## ■ **data attributes**

- how can you represent your object with data?
- **what it is**
- *for a coordinate: x and y values*
- *for an animal: age, name*

## ■ **procedural attributes** (behavior/operations/**methods**)

- how can someone interact with the object?
- **what it does**
- *for a coordinate: find distance between two*
- *for an animal: make a sound*

# HOW TO DEFINE A CLASS (RECAP)

---

```
class Animal(object):  
    def __init__(self, age):  
        self.age = age  
        self.name = None  
  
myanimal = Animal(3)
```

class definition

name

class parent

variable to refer to an instance of the class

special method to create an instance

what data initializes an Animal type

name is a data attribute even though an instance is not initialized with it as a param

one instance

mapped to self.age in class def



# GETTER AND SETTER METHODS

---

```
class Animal(object):
    def __init__(self, age):
        self.age = age
        self.name = None

    def get_age(self):
        return self.age
    def get_name(self):
        return self.name

    def set_age(self, newage):
        self.age = newage
    def set_name(self, newname=""):
        self.name = newname

    def __str__(self):
        return "animal:" + str(self.name) + ":" + str(self.age)
```

getter

setter

- **getters and setters** should be used outside of class to access data attributes

# AN INSTANCE and DOT NOTATION (RECAP)

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- instantiation creates an **instance of an object**

```
a = Animal(3)
```

- **dot notation** used to access attributes (data and methods) though it is better to use getters and setters to access data attributes

```
a.age
```

```
a.get_age()
```

- access method  
- best to use getters  
and setters

- access data attribute  
- allowed, but not recommended

# INFORMATION HIDING

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- author of class definition may **change data attribute** variable names

*replaced age data attribute by years*

```
class Animal(object):  
    def __init__(self, age):  
        self.years = age  
    def get_age(self):  
        return self.years
```

- if you are **accessing data attributes** outside the class and class **definition changes**, may get errors
- outside of class, use getters and setters instead  
use `a.get_age()` NOT `a.age`
  - good style
  - easy to maintain code
  - prevents bugs

# PYTHON NOT GREAT AT INFORMATION HIDING

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- allows you to **access data** from outside class definition  
`print(a.age)`
- allows you to **write to data** from outside class definition  
`a.age = 'infinite'`
- allows you to **create data attributes** for an instance from outside class definition  
`a.size = "tiny"`
- it's **not good style** to do any of these!

# DEFAULT ARGUMENTS

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- **default arguments** for formal parameters are used if no actual argument is given

```
def set_name(self, newname="") :  
    self.name = newname
```

- default argument used here

```
a = Animal(3)  
a.set_name()
```

```
print(a.get_name())
```

prints ""

- argument passed in is used here

```
a = Animal(3)  
a.set_name("fluffy")
```

```
print(a.get_name())
```

prints "fluffy"

# HIERARCHIES

Animal



Cat



Rabbit

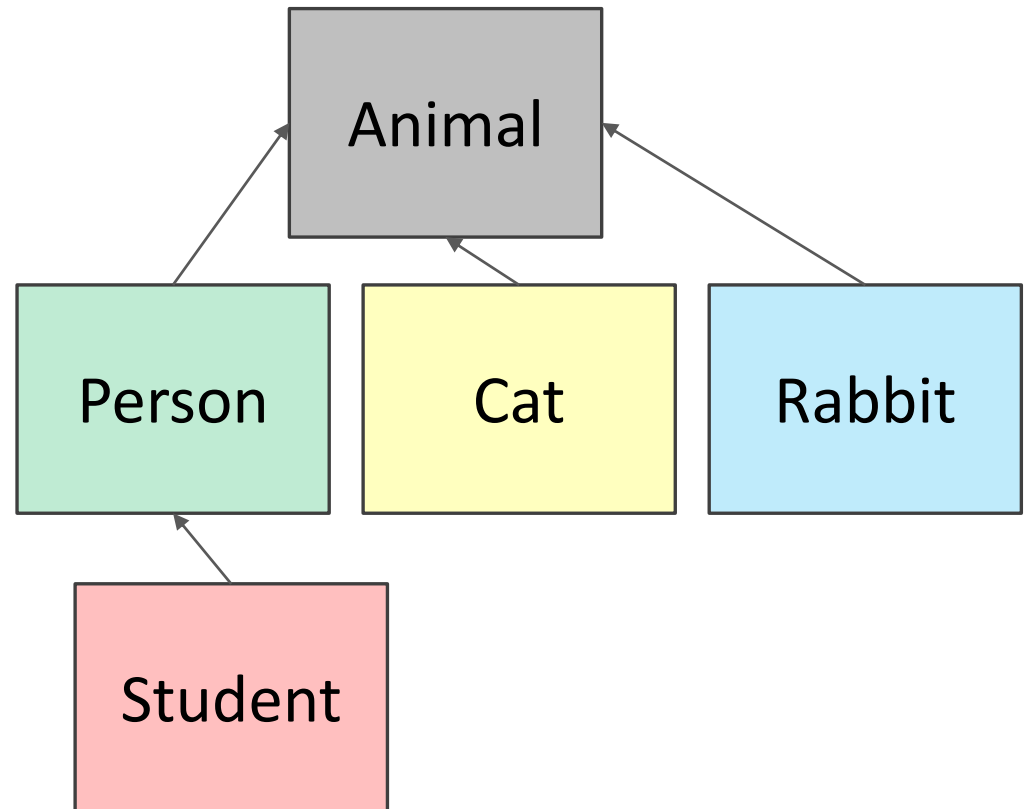


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# HIERARCHIES

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- **parent class**  
(superclass)
- **child class**  
(subclass)
  - **inherits** all data and behaviors of parent class
  - **add** more **info**
  - **add** more **behavior**
  - **override** behavior



# INHERITANCE: PARENT CLASS

---

```
class Animal(object):  
    def __init__(self, age):  
        self.age = age  
        self.name = None  
    def get_age(self):  
        return self.age  
    def get_name(self):  
        return self.name  
    def set_age(self, newage):  
        self.age = newage  
    def set_name(self, newname=""):  
        self.name = newname  
    def __str__(self):  
        return "animal:" + str(self.name) + ":" + str(self.age)
```

- everything is an object  
- class object  
implements basic  
operations in Python, like  
binding variables, etc



# INHERITANCE: SUBCLASS

inherits all attributes of Animal:

`__init__()`  
`age, name`  
`get_age(), get_name()`  
`set_age(), set_name()`  
`__str__()`

```
class Cat(Animal):
```

```
    def speak(self):
```

```
        print("meow")
```

```
    def __str__(self):
```

```
        return "cat:" + str(self.name) + ":" + str(self.age)
```

add new  
functionality via  
speak method

overrides `__str__`

- add new functionality with `speak()`
  - instance of type `Cat` can be called with new methods
  - instance of type `Animal` throws error if called with `Cat`'s new method
- `__init__` is not missing, uses the `Animal` version

# WHICH METHOD TO USE?

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- subclass can have **methods with same name** as superclass
- for an instance of a class, look for a method name in **current class definition**
- if not found, look for method name **up the hierarchy** (in parent, then grandparent, and so on)
- use first method up the hierarchy that you found with that method name

```
class Person(Animal):
```

```
    def __init__(self, name, age):
```

```
        Animal.__init__(self, age)
```

```
        self.set_name(name)
```

```
        self.friends = []
```

```
    def get_friends(self):
```

```
        return self.friends
```

```
    def add_friend(self, fname):
```

```
        if fname not in self.friends:
```

```
            self.friends.append(fname)
```

```
    def speak(self):
```

```
        print("hello")
```

```
    def age_diff(self, other):
```

```
        diff = self.age - other.age
```

```
        print(abs(diff), "year difference")
```

```
    def __str__(self):
```

```
        return "person:"+str(self.name)+":"+str(self.age)
```

*parent class is Animal*

*call Animal constructor  
call Animal's method  
add a new data attribute*

*new methods*

*override Animal's  
\_\_str\_\_ method*

```
import random
```

```
class Student(Person):
```

```
    def __init__(self, name, age, major=None):
```

```
        Person.__init__(self, name, age)
```

```
        self.major = major
```

```
    def change_major(self, major):
```

```
        self.major = major
```

```
    def speak(self):
```

```
        r = random.random()
```

```
        if r < 0.25:
```

```
            print("i have homework")
```

```
        elif 0.25 <= r < 0.5:
```

```
            print("i need sleep")
```

```
        elif 0.5 <= r < 0.75:
```

```
            print("i should eat")
```

```
        else:
```

```
            print("i am watching tv")
```

```
    def __str__(self):
```

```
        return "student:" + str(self.name) + ":" + str(self.age) + ":" + str(self.major)
```

bring in methods  
from random class

inherits Person and  
Animal attributes

adds new data

- I looked up how to use the  
random class in the python docs  
- random() method gives back  
float in [0, 1)

# CLASS VARIABLES AND THE Rabbit SUBCLASS

- **class variables** and their values are shared between all instances of a class

```
class Rabbit(Animal):  
    tag = 1  
    def __init__(self, age, parent1=None, parent2=None):  
        Animal.__init__(self, age)  
        self.parent1 = parent1  
        self.parent2 = parent2  
        self.rid = Rabbit.tag  
        Rabbit.tag += 1
```

*parent class*

*class variable*

*instance variable*

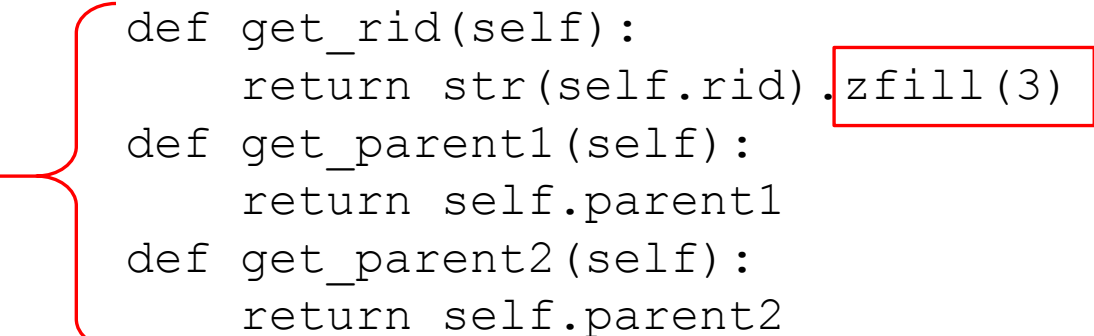
*access class variable*

*incrementing class variable changes it for all instances that may reference it*

- tag used to give **unique id** to each new rabbit instance

# Rabbit GETTER METHODS

```
class Rabbit(Animal):
    tag = 1
    def __init__(self, age, parent1=None, parent2=None):
        Animal.__init__(self, age)
        self.parent1 = parent1
        self.parent2 = parent2
        self.rid = Rabbit.tag
        Rabbit.tag += 1
    def get_rid(self):
        return str(self.rid).zfill(3)
    def get_parent1(self):
        return self.parent1
    def get_parent2(self):
        return self.parent2
```



method on a string to pad  
the beginning with zeros  
for example, 001 not 1

- getter methods specific  
for a Rabbit class  
- there are also getters  
get\_name and get\_age  
inherited from Animal

# WORKING WITH YOUR OWN TYPES

---

```
def __add__(self, other):  
    # returning object of same type as this class  
    return Rabbit(0, self, other)
```

recall Rabbit's `__init__(self, age, parent1=None, parent2=None)`

- define **+ operator** between two `Rabbit` instances
  - define what something like this does: `r4 = r1 + r2`  
where `r1` and `r2` are `Rabbit` instances
  - `r4` is a new `Rabbit` instance with age 0
  - `r4` has `self` as one parent and `other` as the other parent
  - in `__init__`, **parent1 and parent2 are of type `Rabbit`**

# SPECIAL METHOD TO COMPARE TWO Rabbits

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- decide that two rabbits are equal if they have the **same two parents**

*booleans*

```
def __eq__(self, other):  
    parents_same = self.parent1.rid == other.parent1.rid \  
                   and self.parent2.rid == other.parent2.rid  
    parents_opposite = self.parent2.rid == other.parent1.rid \  
                      and self.parent1.rid == other.parent2.rid  
    return parents_same or parents_opposite
```

- compare ids of parents since **ids are unique** (due to class var)
- note you can't compare objects directly
  - for ex. with `self.parent1 == other.parent1`
  - this calls the `__eq__` method over and over until call it on `None` and gives an `AttributeError` when it tries to do `None.parent1`



# OBJECT ORIENTED PROGRAMMING

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- create your own **collections of data**
- **organize** information
- **division** of work
- access information in a **consistent** manner
- add **layers** of complexity
- like functions, classes are a mechanism for **decomposition** and **abstraction** in programming

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