

Introduction to Inheritance and Object Oriented Programming

Example Instruction Demo

Tyler Westland

Outline

- 1 High Level
- 2 Examples
 - The Circle
- 3 Section 2

What Problems Do Objects Solve

What Problems Does Inheritance Solve

The Circle Class

code/shapes/circle.py

```
1 from shapes.shape import Shape
2 import math
3
4 class Circle(Shape):
5     def __init__(self, radius: float):
6         self.radius = radius
7
8     def area(self):
9         return math.pi * math.pow(self.radius, 2)
```

Our First Circle

code/main.py

```
1 circ = Circle(3)
2 print(f"circ area: {circ.area():.2f}")
```

output

```
1 circ area: 28.27
2 circ2 area: 78.54
```

Code Snippets

main.py and the output will be shown in snippets. The full text is in the appendix.

Two Circles

code/main.py

```
1 circ = Circle(3)
2 print(f"circ area: {circ.area():.2f}")
3
4 circ2 = Circle(5)
5 print(f"circ2 area: {circ2.area():.2f}")
6
7 print(f"circ.area() > circ2.area(): {circ.area() > circ2.
    area()}")
```

output

```
1 circ area: 28.27
2 circ2 area: 78.54
3 circ.area() > circ2.area(): False
4 rect area: 20
```

Section 2

Stuff

Folder Structure

```
code/  
├── main.py  
├── shapes/  
│   ├── shape.py  
│   ├── circle.py  
│   └── rectangle.py
```

main.py

```
1  #!/bin/env python3
2  from shapes.rectangle import Rectangle
3  from shapes.circle import Circle
4
5
6  circ = Circle(3)
7  print(f"circ area: {circ.area():.2f}")
8
9  circ2 = Circle(5)
10 print(f"circ2 area: {circ2.area():.2f}")
11
12 print(f"circ.area() > circ2.area(): {circ.area() > circ2.
    area()}")
13
14 rect = Rectangle(4, 5)
15 print(f"rect area: {rect.area()}")
16
17 print(f"circ.area() > rect.area(): {circ.area() > rect.area
    ()}")
```

main.py – cont

```
1  
2  
3 print(f"circ > circ2: {circ > circ2}")  
4 print(f"circ > rect: {circ > rect}")
```

shapes/shape.py

```
1 from abc import ABC, abstractmethod
2
3 class Shape(ABC):
4     @abstractmethod
5     def area(self):
6         pass
7
8     def __eq__(self, other) -> bool:
9         if isinstance(other, Shape):
10             return self.area() == other.area()
11         else:
12             return self.area() == other
13
14     def __gt__(self, other) -> bool:
15         if isinstance(other, Shape):
16             return self.area() > other.area()
17         else:
18             return self.area() > other
```

shapes/circle.py

```
1 from shapes.shape import Shape
2 import math
3
4 class Circle(Shape):
5     def __init__(self, radius: float):
6         self.radius = radius
7
8     def area(self):
9         return math.pi * math.pow(self.radius, 2)
```

```
1 from shapes.shape import Shape
2
3 class Rectangle(Shape):
4     def __init__(self, length: float, width: float):
5         self.length = length
6         self.width = width
7
8     def area(self):
9         return self.length * self.width
```

output

```
1 circ area: 28.27
2 circ2 area: 78.54
3 circ.area() > circ2.area(): False
4 rect area: 20
5 circ.area() > rect.area(): True
6 circ > circ2: False
7 circ > rect: True
```