Official (Closed) and Non-Sensitive

Inheritance & Polymorphism





Learning Outcome

- Explain the concept of inheritance
- Apply superclasses and subclasses
- Apply inheritance in a program
- Explain the concept of polymorphism

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Inheritance







Animal



A horse is an animal



A cow <mark>is an</mark> animal



A sheep is an animal





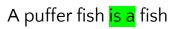


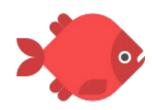




Fish







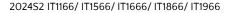
A red fish is a fish



A clown fish <mark>is a</mark> fish



An angel fish is a fish

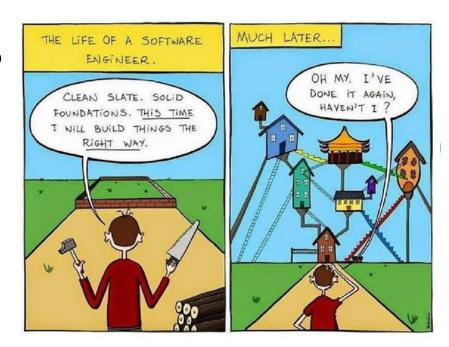




Inheritance

Inheritance is 'Is-A' relationship

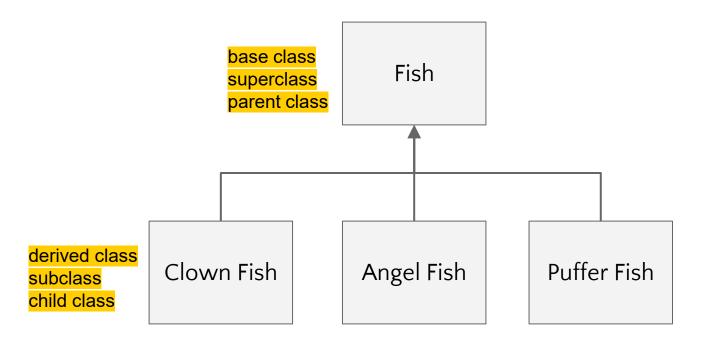
Inheritance enables new classes to receive—or inherit—the properties and methods of existing classes. It override parts with specialized behavior and extend it with additional functionality.



Fish is the superclass (parent class) of Clown Fish, Angel Fish and Puffer Fish.

Clown Fish, Angel Fish and Puffer Fish are subclasses or child classes of Fish.

Child class (subclass) inherits from the parent class (superclass).





Why Inheritance?

Reusability

Child class can reuse the methods defined in the parent class without rewriting the same.

Extensibility

Extend the parent class logic so that meaningful implementation of the parent class method can be designed in the child class. Base class, Fish contains 2 public data attributes first_name and last_name.

Derived class also will inherit the 2 data attributes from base class, Fish.

Class definition of base class, Fish

```
class Fish:
    def __init__(self, first_name, last_name):
        self.first_name = first_name
        self.last_name = last_name

    def swim(self):
        print("The fish is swimming.")

    def swim_backwards(self):
        print("The fish can swim backwards.")
```

Class definition of derived class, ClownFish

```
class ClownFish(Fish):

def lives_in_sea(self):

print("The clown fish lives in the sea")
```

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Class definition of base class, Fish

Assume both class definitions in Fish.py

def __init__(self, first_name, last_name):

self.first_name = first_name self.last_name = last_name

def swim(self): print("The fish is swimming.")

def swim_backwards(self): print("The fish can swim backwards.") import Fish as f

fish = f.Fish('Parent', 'Fish') print(fish.first name)

#Test program in Test.py

clown = f.ClownFish('Child', 'Fish') print(clown.first name) print(clown.last name)

Class definition of derived class. ClownFish

class ClownFish(Fish): def lives_in_sea(self):

class Fish:

print("The clown fish lives in the sea")

Parent Child Fish

ClownFish inherits data attributes from Fish the parent class

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Official (Closed) and Non-Sensitive Class definition of base class, Fish class Fish: def __init__(self, first_name, last_name): Data attributes are self.__first_name = first_name encapsulated self.__last_name = last_name def swim(self): Access through accessor print("The fish is swimming.") method for the private data attribute def swim_backwards(self): print("The fish can swim backwards.") Access through the inherited accessor methods for the private data attribute Class definition of derived class. ClownFish class ClownFish(Fish): def lives_in_sea(self): print("The clown fish lives in the sea")

#Test program in Test.py

import Fish as f

fish = f.Fish('Parent', 'Fish')
print(fish.first_name)

clown = f.ClownFish('Child', 'Fish')
print(clown.first_name)

AttributeError: 'Fish' object has no attribute 'first_name'

print(clown.last name)

ClownFish inherits data attributes from Fish the parent class

Base class, Fish contains the __init__, swim and swim_backwards methods.

Derived class
ClownFish contains the lives_in_sea method.
At the same time, it inherits the 3 methods from base class, Fish.

Class definition of base class, Fish

```
class Fish:
    def __init__(self, first_name, last_name):
        self.first_name = first_name
        self.last_name = last_name

    def swim(self):
        print("The fish is swimming.")

    def swim_backwards(self):
        print("The fish can swim backwards.")
```

Class definition of derived class, ClownFish

```
class ClownFish(Fish):
   def lives_in_sea(self):
     print("The clown fish lives in the sea")
```

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Class definition of base class, Fish

def __init__(self, first_name, last_name):
 self.first_name = first_name

self.last_name = last_name

class Fish:

def swim(self):
 print("The fish is swimming.")

def swim_backwards(self):
 print("The fish can swim backwards.")

Assume both class definitions in Fish.py

#Test program in Test.py

import Fish as f

fish = f.Fish('Parent', 'Fish')

clown = f.ClownFish('Child', 'Fish')
clown.swim()

fish.swim()

clown.swim_backwards()

clown.lives_in_sea()

Class definition of derived class, ClownFish

class ClownFish(Fish):

def lives_in_sea(self):

print("The clown fish lives in the sea")

The fish is swimming
The fish is swimming
The fish can swim backwards
The clown fish lives in the sea

ClownFish inherits methods from Fish the parent class



Car dealership example

make

price

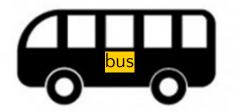
Vehicle

model

mileage



Load capacity



Passenger capacity



Number of doors

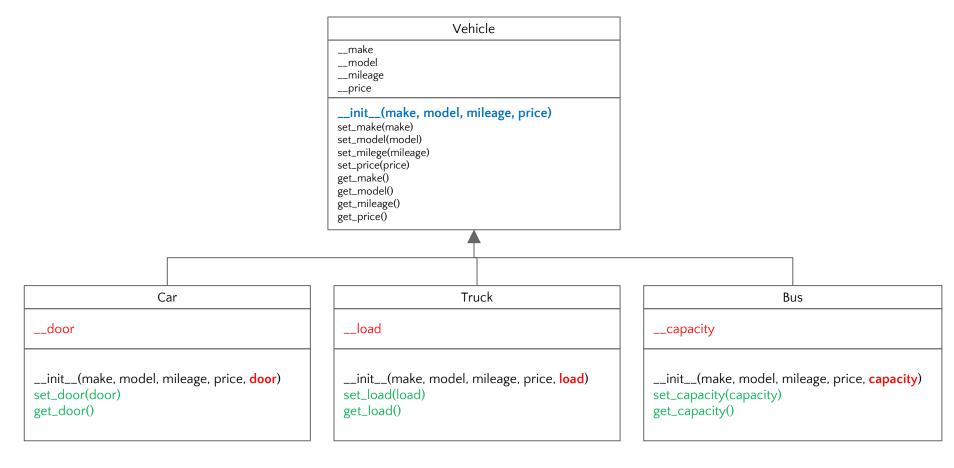
A truck is a vehicle A bus is a vehicle A car is a vehicle



Vehicle class

```
Vehicle
__make
__model
__mileage
__price
__init__(make, model, mileage, price)
set_make(make)
set_model(model)
set_milege(mileage)
set_price(price)
get_make()
get_model()
get_milege()
get_price()
```

UML diagram for Inheritance



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Class definition of base class, Vehicle

```
class Vehicle:
    def __init__(self, make, model, mileage, price):
        self.__make = make
        self.__model = model
        self.__mileage = mileage
        self.__price = price
# mutators and accessors
```

Class definition of derived class, Car

```
class Car(Vehicle):
    def __init__(self, make, model, mileage, price, door):
        # Call the superclass's __init__ method, and pass the required
        # arguments, note that you need to pass self as an argument
        Vehicle.__init__(self, make, model, mileage, price)
        # initialize the __door attribute
        self.__door = door
# mutators and accessors
```



Points to note for subclass

Class declaration

class Car(Vehicle)

Car inherits from the Vehicle class Car class is the subclass, and the Vehicle class is the superclass

self. door = door

Initializer __init__

__init__(self, make, model, mileage, price, door)
Must call the Vehicle.__init__ initializer to pass
in the 4 data attributes of Vehicle class.

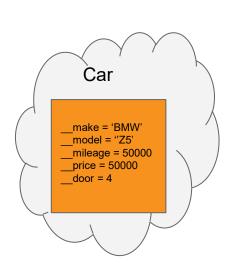
Class definition of derived class, Car

```
class Car(Vehicle):
    def __init__(self, make, model, mileage, price, door):
        # Call the superclass's __init__ method, and pass the required
        # arguments, note that you need to pass self as an argument
        Vehicle.__init__(self, make, model, mileage, price)
        # initialize the __door attribute
```



class definition of derived class, Car class Car(Vehicle): def __init__(self, make, model, mileage, price, door): Vehicle.__init__(self, make, model, mileage, price) # initialize the __door attribute self.__door = door bmw = Car('BMW', 'Z5', 50000, 50000, 4)

An object is created in memory from the Car class The init initializer is called, and the 4 base class attributes are set. The door attribute is initialized to the passed in argument value A Car object will exist with its 5 attributes set to some value





Calling method in base class

Vehicle.__init__()

Call the method in base class using class name
Must include the self parameter

super().__init__()

Call the method in base class using super() builtin function Do not include the self parameter

To call the superclass method use:

```
Vehicle.__init__()
```

Class definition of base class, Vehicle

```
class Vehicle:
    def __init__(self, make, model, mileage, price):
        self.__make = make
        self.__model = model
        self.__mileage = mileage
        self.__price = price
# mutators and accessors
```

Class definition of derived class, Car

```
class Car(Vehicle):
    def __init__(self, make, model, mileage, price, door):
        # Call the superclass's __init__ method, and pass the required
        # arguments, note that you need to pass self as an argument
        Vehicle.__init__(self, make, model, mileage, price)
        # initialize the __door attribute
        self.__door = door
# mutators and accessors
```

To call the superclass method use:

```
super().__init__()
```

Class definition of base class, Vehicle

```
class Vehicle:
    def __init__(self, make, model, mileage, price):
        self.__make = make
        self.__model = model
        self.__mileage = mileage
        self.__price = price
# mutators and accessors
```

Class definition of derived class, Car

```
class Car(Vehicle):

def __init__(self, make, model, mileage, price, door):

# Call the superclass's __init__ method, and pass the required

# arguments, note that you need to pass self as an argument

super().__init__(make, model, mileage, price)

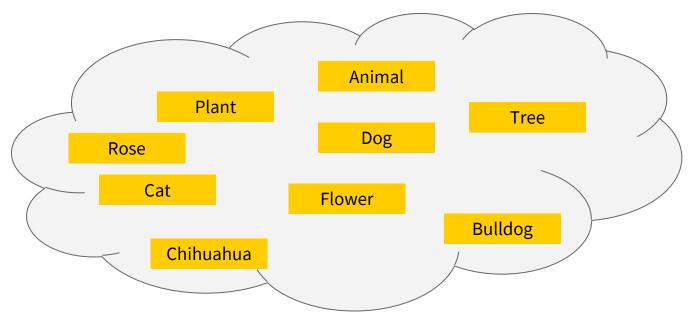
# initialize the __door attribute

self.__door = door

# mutators and accessors
```

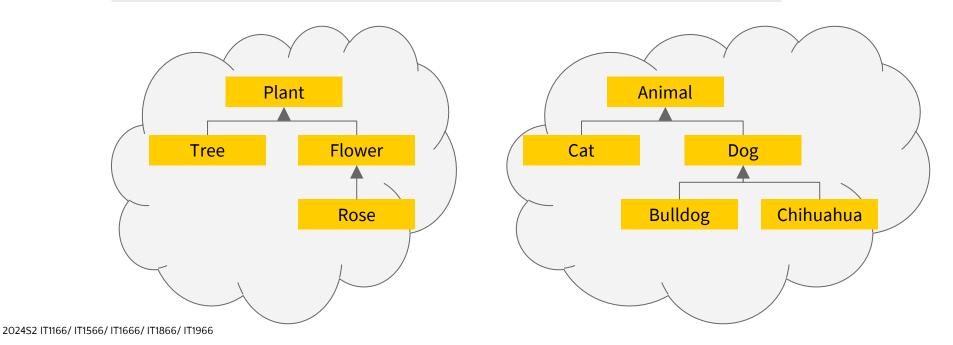


Identify the possible base classes and their derived classes



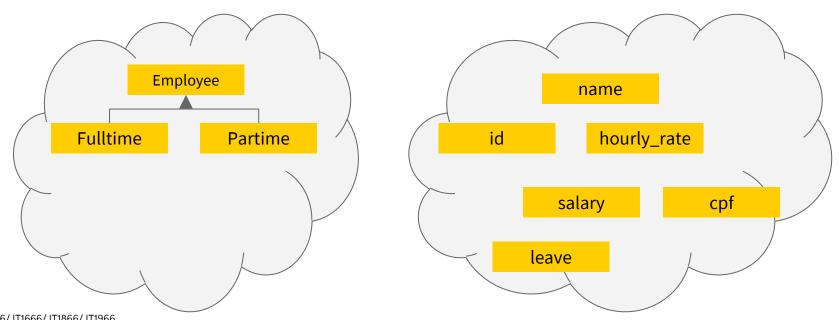


From general to specific in the inheritance hierarchy





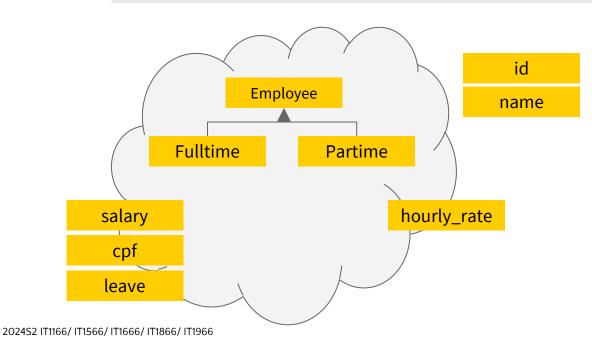
Match the attributes



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Try to fit as many attributes to the base class

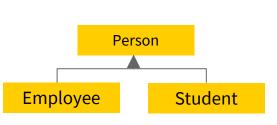




Given the sample output. Identify the superclasses, subclasses and respective data attributes and methods

```
Enter NRIC: S1234567A
Enter Name: Daniel Khoo
Student or Employee? (S or E): E
Enter Salary: 2500.50
Do you want to continue to enter another Student or Employee? (Y or N): y
Enter NRIC: $9876543W
Enter Name: Jeremy Lim
Student or Employee? (S or E): s
Enter GPA: 3.78
Do you want to continue to enter another Student or Employee? (Y or N): y
Enter NRIC: S1256783H
Enter Name: May Tan Ai Ling
Student or Employee? (S or E): e
Enter Salary: 4300
Do you want to continue to enter another Student or Employee? (Y or N): N
====== Student =======
Name: Jeremy Lim NRIC: S9876543W
====== Employee =======
Name: Daniel Khoo NRIC: S1234567A
Name: May Tan Ai Ling NRIC: S1256783H
```





Enter NRIC: S1234567A Enter Name: Daniel Khoo

Student or Employee? (S or E): E

Enter Salary: 2500.50

Do you want to continue to enter another Student or Employee? (Y or N): y Enter NRIC: \$9876543W

Do you want to continue to enter another Student or Employee? (Y or N): y

Enter Name: Jeremy Lim

Student or Employee? (S or E): s

Enter GPA: 3.78

Enter NRIC: S1256783H

Enter Name: May Tan Ai Ling

Student or Employee? (S or E): e

Enter Salary: 4300

Do you want to continue to enter another Student or Employee? (Y or N): N

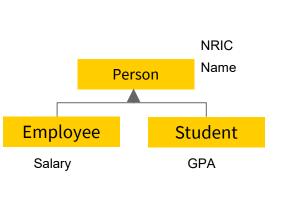
====== Student ======= Name: Jeremy Lim NRIC: S9876543W

====== Employee ======

Name: Daniel Khoo NRIC: S1234567A

Name: May Tan Ai Ling NRIC: S1256783H





```
Enter NRIC: S1234567A
Enter Name: Daniel Khoo
Student or Employee? (S or E): E
Enter Salary: 2500.50
Do you want to continue to enter another Student or Employee? (Y or N): y
Enter NRIC: $9876543W
Enter Name: Jeremy Lim
Student or Employee? (S or E): s
Enter GPA: 3.78
Do you want to continue to enter another Student or Employee? (Y or N): y
Enter NRIC: S1256783H
Enter Name: May Tan Ai Ling
Student or Employee? (S or E): e
Enter Salary: 4300
Do you want to continue to enter another Student or Employee? (Y or N): N
====== Student =======
Name: Jeremy Lim NRIC: S9876543W
====== Employee =======
Name: Daniel Khoo NRIC: S1234567A
```

Name: May Tan Ai Ling NRIC: S1256783H

Superclass/Base Class

```
class Person:
   def init (self, nric, name):
       self. nric = nric
       self. name = name
   def set_name(self, name):
       self.__name = name
   def get nric(self):
       return self. nric
   def get name (self):
       return self.__name
    def str (self):
       s = 'Name: {} NRIC: {} '.format(self.__name, self.__nric)
       return s
```



Subclasses / Derived class

```
import Person

class Student(Person.Person):
    def __init__(self, nric, name, gpa):
        Person.Person.__init__(self, nric, name)
        self.__gpa = gpa

def set_gpa(self, gpa):
        self.__gpa = gpa

def get_gpa(self):
        return self.__gpa
```

```
import Person

class Employee(Person.Person):
    def __init__(self, nric, name, salary):
        Person.Person.__init__(self, nric, name)
        self.__salary = salary
    def set_salary(self, salary):
        self.__salary = salary
    def get_salary(self):
        return self.__salary
```

Check point #3 Test Program

```
import Person as p
import Employee as e
import Student as s
status = 'Y'
studList = []
empList = []
while status.upper() == 'Y':
   nric = input('Enter NRIC:')
   name = input('Enter Name:')
   category = input('Student or Employee? (S or E):')
   if category.upper() == 'S':
       gpa = float(input('Enter GPA:'))
       stud = s.Student(nric, name, gpa)
       studList.append(stud)
    else:
        salary = float(input('Enter Salary:'))
        emp = e.Employee(nric, name, salary)
       empList.append(emp)
   status = input('Do you want to continue to enter another Student or Employee (Y or N)')
print("======Student======")
for i in studList:
    print(i)
print("=====Employee======")
for i in empList:
   print(i)
```



How to display GPA or Salary?

Enter NRIC: S1234567A

Name: Jeremy Lim NRIC: S9876543W

Name: Daniel Khoo NRIC: S1234567A

Name: May Tan Ai Ling NRIC: S1256783H

GPA 3.78

Salary 2500.5

Salary 4300.0

Use the accessor method to print GPA or Salary Enter Name: Daniel Khoo
Student or Employee? (S or E): E
Enter Salary: 2500.50
Do you want to continue to enter another Student or Employee (Y or N)y
Enter NRIC: \$59876543W
Enter Name: Jeremy Lim
Student or Employee? (S or E): s
Enter GPA: 3.78
Do you want to continue to enter another Student or Employee (Y or N)y
Enter NRIC: \$1256783H
Enter Name: May Tan Ai Ling
Student or Employee? (S or E): e
Enter Salary: 4300
Do you want to continue to enter another Student or Employee (Y or N)n
========Student=========

Check point #1 Test Program

Use the accessor method to print GPA or Salary

```
import Person as p
import Employee as e
import Student as s
status = 'Y'
studList = []
empList = []
while status.upper() == 'Y':
    nric = input('Enter NRIC:')
    name = input('Enter Name:')
    category = input('Student or Employee? (S or E):')
   if category.upper() == 'S':
       gpa = float(input('Enter GPA:'))
       stud = s.Student(nric, name, qpa)
        studList.append(stud)
    else:
       salary = float(input('Enter Salary:'))
       emp = e.Employee(nric, name, salary)
       empList.append(emp)
    status = input('Do you want to continue to enter another Student or Employee (Y or N)')
print("=====Student======")
for i in studList:
    print(i)
   print("GPA ", i.get gpa())
print("=====Employee======")
for i in empList:
    print(i)
   print("Salary ", i.get salary())
```

Activity

Practical Question 1



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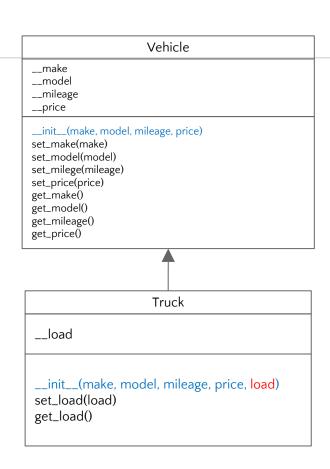
Polymorphism



Method Overriding

Method Overriding

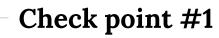
__init__() method was defined in both classes. When this happens, the method in the subclass overrides that in the superclass. When overriding a superclass method, we tend to extend the definition rather than replace it.





Check point #1 Use Method Overriding

```
Enter NRIC: S1234567A
Enter Name: Daniel Khoo
Student or Employee? (S or E):E
Enter Salary: 2500.50
Do you want to continue to enter another Student or Employee (Y or N) y
Enter NRIC: S9876543W
Enter Name: Jeremy Lim
Student or Employee? (S or E):s
Enter GPA: 3.78
Do you want to continue to enter another Student or Employee (Y or N) y
Enter NRIC: S1256783H
Enter Name: May Tan Ai Ling
Student or Employee? (S or E):e
Enter Salary: 4300
Do you want to continue to enter another Student or Employee (Y or N) n
=======Student=======
Name: Jeremy Lim NRIC: S9876543W GPA: 3.78
======Employee=======
Name: Daniel Khoo NRIC: S1234567A Salary(s$): 2500.5
Name: May Tan Ai Ling NRIC: S1256783H Salary(s$): 4300.0
```



Use Method Overriding

```
class Person:
    def __init__(self, nric, name):
        self.__name = name
        self.__nric = nric
    def __str__(self):
        s = 'Name: {} NRIC: {}'.format(self.__name, self.__nric)
        return s
```

```
class Student(Person.Person):
    def __init__(self, nric, name, gpa):
        Person.Person.__init__(self, nric, name)
        self.__gpa = gpa
    def __str__(self):
        s = super().__str__()
        s = s + ' GPA: {}'.format(self.__gpa)
        return s
```

```
import Person

class Employee(Person.Person):
    def __init__(self, nric, name, salary):
        Person.Person.__init__(self, nric, name)
        self.__salary = salary

def __str__(self):
    s = super().__str__()
    s = s + ' Salary(s$): {}'.format(self.__salary)
    return s
```

Vehicle is moving Car is moving

Class definition of base class, Vehicle and Car

```
class Vehicle:
  def __init__(self, model):
    self.__model = model
# mutators and accessors
  def move(self):
    print('Vehicle is moving')
class Car(Vehicle):
  def __init__(self, model, door):
    super().__init__(model)
    self.__door = door
# mutators and accessors
  def move(self):
    super().move()
    print('Car is moving')
```

Calling Overloading methods

car = Car('BMW', 4) car.move()

Runtime Error! Need to set model attribute in base class

```
Class definition of base class. Vehicle and Car
class Vehicle:
  def __init__(self, model):
    self.__model = model
  def get_model(self):
    return self.__model
class Car(Vehicle):
  def __init__(self, model, door):
                                     super().__init__(model)
    self.__door = door
  def get_door(self):
                                     Vehicle.__init__(self, model)
    return self.__door
car = Car('BMW', 4)
print(car.get_model())
```

Runtime Error! Model attribute is private, cannot be accessed directly!

Class definition of base class, Vehicle and Car

```
class Vehicle:
  def __init__(self, model):
    self.__model =model
  def get_model(self):
    return self.__model
class Car(Vehicle):
  def __init__(self, model, door):
    super().__model = model
    self.__door = door
  def get_door(self):
    return self. door
car = Car('BMW', 4)
print(car.get_model())
```



Class definition of base class, Vehicle and Car

```
class Vehicle:
  def __init__(self, model):
    self.__model =model
  def get_model(self):
    return self.__model
  def set_model(self, model):
    self.__model = model
class Car(Vehicle):
  def __init__(self, model, door):
    super().set_model(model)
    self. door = door
  def get_door(self):
    return self.__door
car = Car('BMW', 4)
print(car.get_model())
```

BMW

Note the self parameter if accessed base method using class name

Class definition of base class, Vehicle and Car

```
class Vehicle:
  def __init__(self, model):
    self.__model =model
  def get_model(self):
    return self.__model
  def set_model(self, model):
    self.__model = model
class Car(Vehicle):
  def __init__(self, model, door):
    Vehicle.set_model(self, model)
    self. door = door
  def get_door(self):
    return self.__door
car = Car('BMW', 4)
print(car.get_model())
```

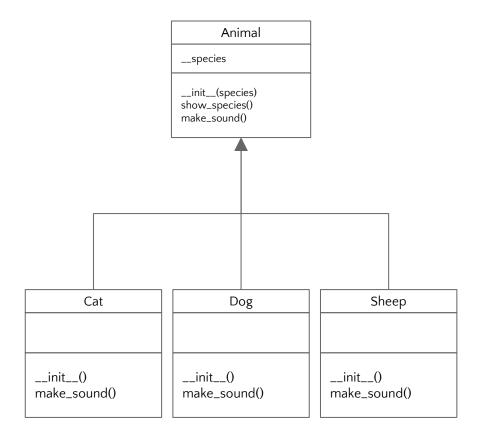


Polymorphism

Allows subclass to have methods with the same names as methods in their superclasses.

Gives the ability of a program to call the correct method depending on the type of object that is used to call it.





Class definition of base class, Animal

```
class Animal:

def __init__(self, species):

self.__species = species

def show_species(self):

print('I am a', self.__species)

def make_sound(self):

print('Grrrr')
```

Class definition of derived class, Cat

```
class Cat(Animal):
    def __init__(self):
        super().__init__('Cat')
    def make_sound(self):
        print('Meow!')
```

```
I am a Unknown
Grrrr
I am a Cat
Meow!
I am a Dog
Woof!
```

Function that call the overloaded methods

```
def show_animal_info(creature):
    creature.show_species()
    creature.make_sound()

animal = Animal('Unknown')
cat = Cat()
dog = Dog()

show_animal_info(animal)
show_animal_info(cat)
show_animal_info(dog)
```

Runtime Error!

Because string does not have the show_species and make_sound method!

Function that call the overloaded methods

```
def show_animal_info(creature):
    creature.show_species()
    creature.make_sound()
```

show_animal_info('I am a string!')

Use the isinstance method to determine if an object is an instance of a class

This is not an animal!

Function that call the overloaded methods

```
def show_animal_info(creature):
    if isinstance(creature, Animal):
        creature.show_species()
        creature.make_sound()
    else:
        print('This is not an animal!')
```

show_animal_info('I am a string!')

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class Account: def __init__(self, type): What is/are the name

Check Point #2

print(super().get_type(), 'account interest rate :', self.__interest_rate)

print(super().get_type(), 'account interest rate :', self.__interest_rate)

self.__type = type

return self.__type

class SavingAccount(Account):

super().__init__('Saving')

class CurrentAccount(Account):

super().__init__('Current')

self._interest_rate = 0.01
def show_interest_rate(self):

self.__interest_rate = 0.05
def show_interest_rate(self):

def get_type(self):

def __init__(self):

def __init__(self):

What is/are the names of the subclass? SavingAccount, CurrentAccoount What is/are the overriden method? init ()

of the superclass?

Account

class Account: def __init__(self, type):

self.__type = type

def get_type(self):
 return self.__type

class SavingAccount(Account):
 def __init__(self):
 super().__init__('Saving')
 self.__interest_rate = 0.05

What is the output?

def show_interest_rate(self):
 print(super().get_type(), 'account interest rate :', self.__interest_rate)

class CurrentAccount(Account):
 def __init__(self):
 super().__init__('Current')
 self._interest_rate = 0.01
 def show_interest_rate(self):
 print(super().get_type(), 'account interest rate :', self.__interest_rate)

c = SavingAccount()
 c.show_interest_rate()

Check Point #3 class Food: def __init__(self, name, food_type='meat'): self.__food_type = food_type "meat". self.__name = name def message(self): print(self.__name, 'is a', self.__food_type)

class Beef(Food):

class Grape(Food): def __init__(self):

f = Food('Mutton')

f.message()

g = Grape()

g.message() b = Beef()

b.message()

def __init__(self):

super().__init__('beef')

super().__init__('grape', 'fruit')

By default, the food type is What is the output?

Are you able to explain the differences? Mutton is a meat grape is a fruit beef is a meat

How does it impact

on object creation?

Activity

Practical Question 3





True or False

A derived class can access only some of the data attributes and methods of its superclass.



It is possible to call a superclass's __init__ method from a subclass's __init__ method.



Superclass can also access the data attributes of its subclass



Only the __init__ method can be overridden.



You can use the isinstance function to determine whether an object is an instance of a class.





- Explain the concept of inheritance
- Apply superclasses and subclasses
- Apply inheritance in a program
- Explain the concept of polymorphism