

# [320] Special Methods and Inheritance

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# Special Methods

# Special Methods

`__init__` is a special method,  
with non-standard behavior

```
class Dog:
    def __init__(dog, name, age):
        print("created a dog")
        dog.name = name
        dog.age = age

    def speak(dog, mult):
        print(dog.name + ": " + "bark!" * mult)

fido = Dog("Fido", 9)

fido.speak(5)
```

# Special Methods

There are MANY special method names:

<https://docs.python.org/3/reference/datamodel.html#special-method-names>

We'll learn a few:

`__str__`, `__repr__`, `__repr_html__`

`__eq__`, `__lt__`

`__len__`, `__getitem__`

`__enter__`, `__exit__`

control how an object looks when we print it or see it in Out[N]

generate HTML to create more visual representations of objects in Jupyter. Like tables for DataFrames

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define how `==` behaves for two different objects

`__len__`, `__getitem__`

define how a list of objects should be sorted

`__enter__`, `__exit__`

`c = (a==b)` # type of c?

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build our own sequences that we  
index, slice, and loop over:

```
val = obj[idx]  
vals = obj[3:7]  
for x in obj:  
    print(x)
```

what goes  
in brackets?

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context managers

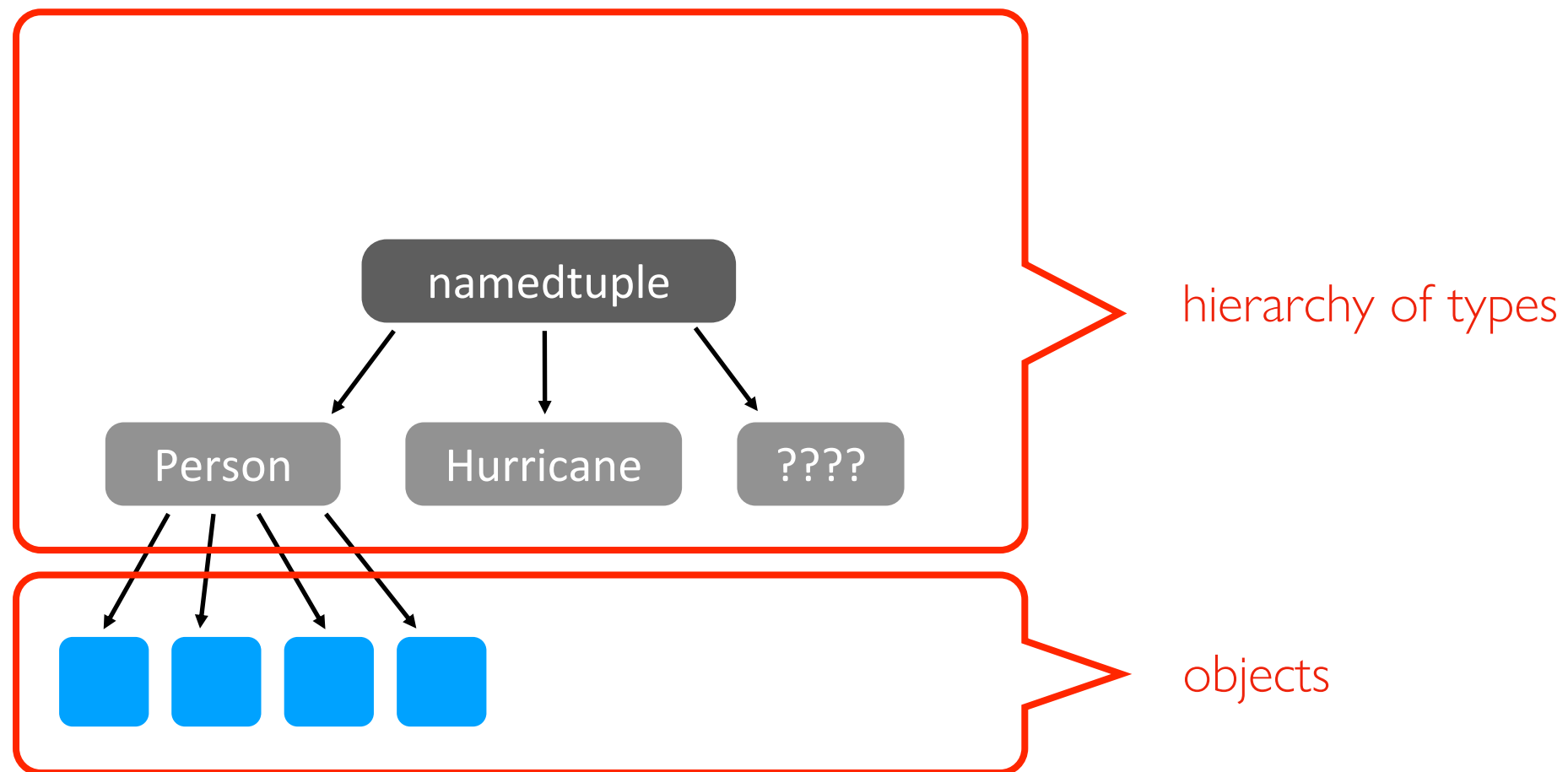
`__enter__`, `__exit__`

```
with open("file.txt") as f:  
    data = f.read()  
# automatically close
```

# Inheritance

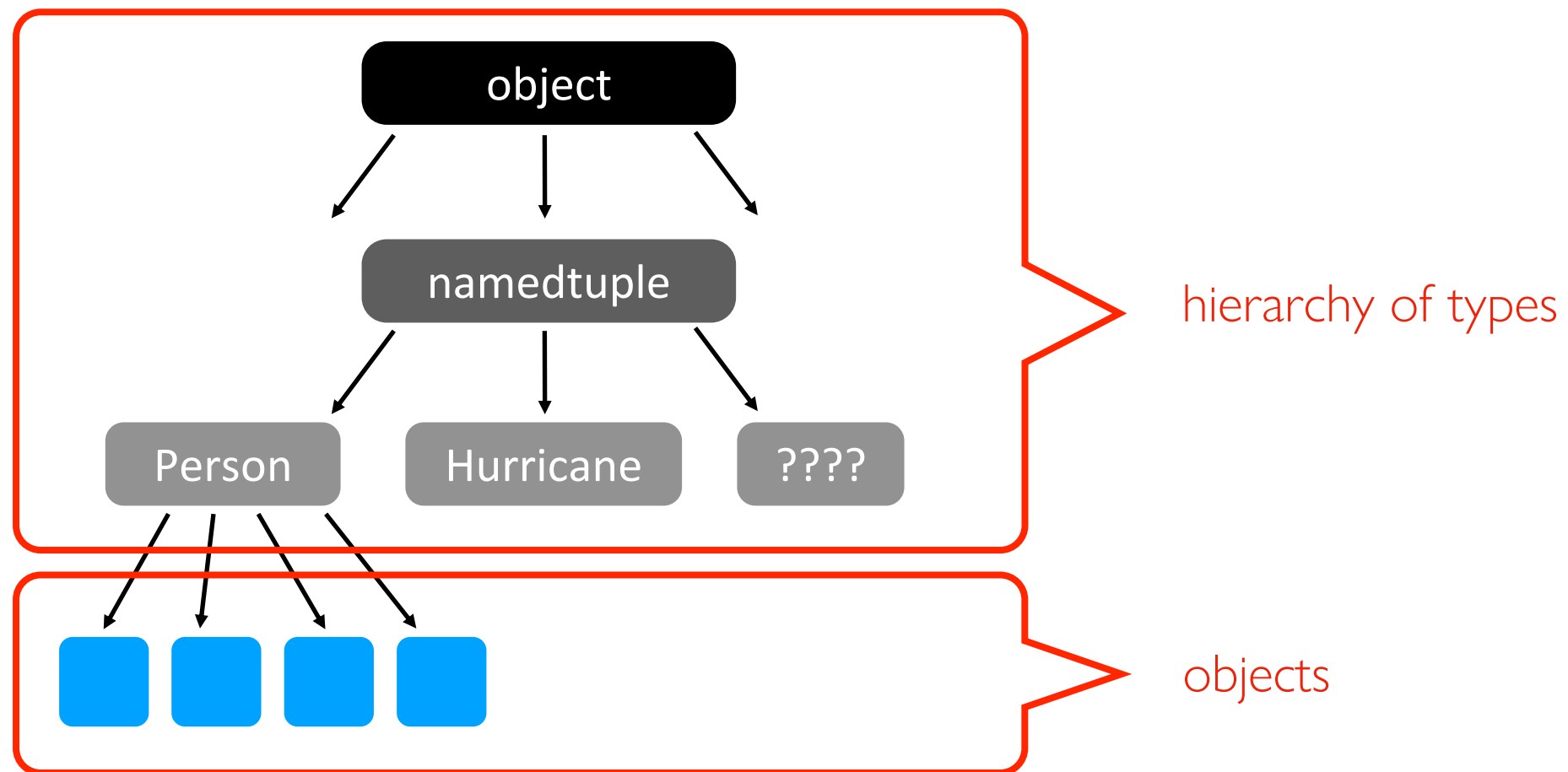


# Types, Sub Types, and Objects



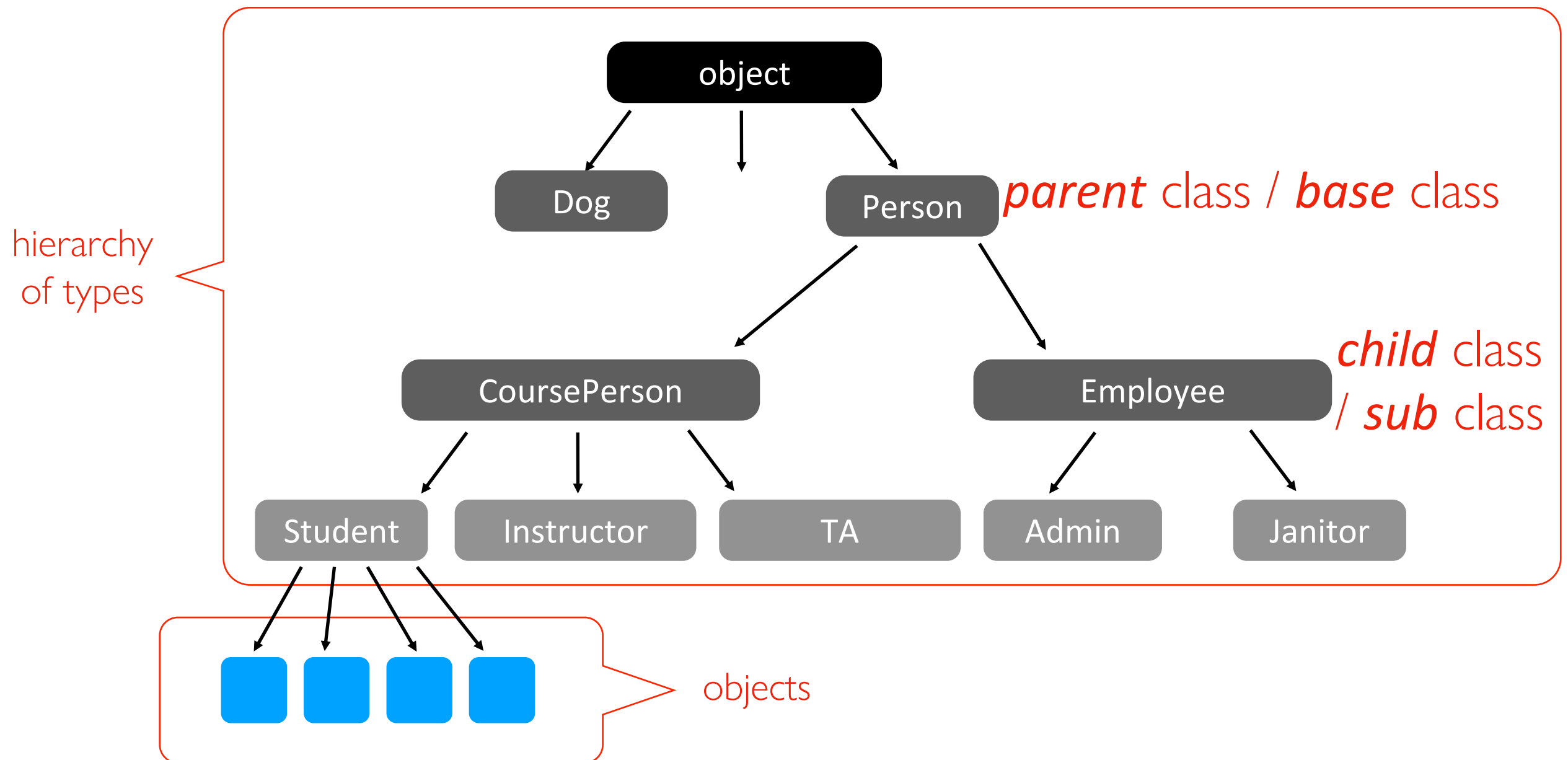
classes (and types in general) form a hierarchy

# Types, Sub Types, and Objects



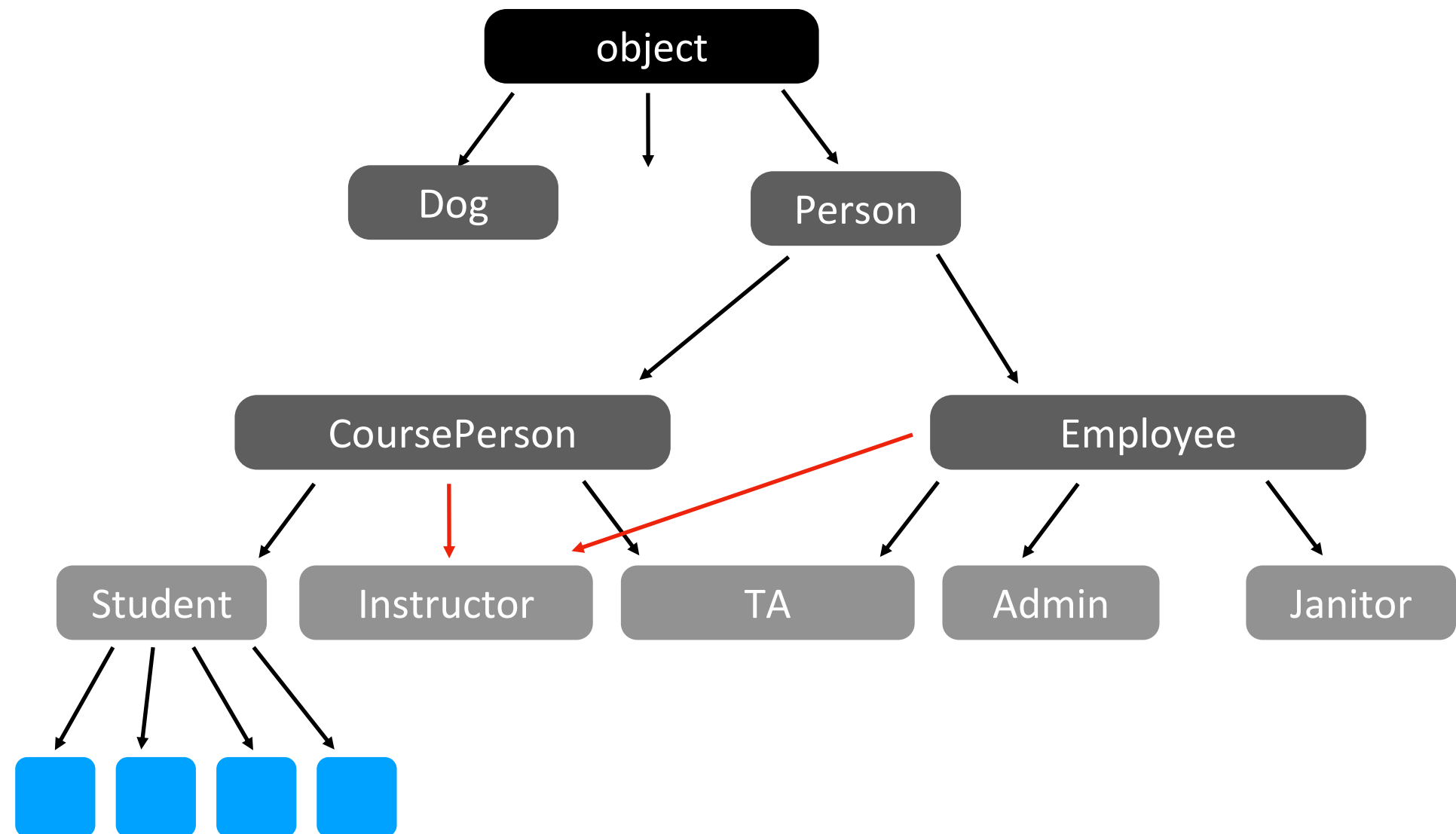
weird naming: the top type is called "*object*"

# Types, Sub Types, and Objects



we can design the hierarchy with *inheritance*

# Types, Sub Types, and Objects



*multiple inheritance*

# Coding Examples

## Principals

- method inheritance
- method resolution order
- overriding methods, constructor
- calling overridden methods
- abc's (abstract base classes)