



Object Oriented Programming using Python (I)

Lecture(6)

Class Inheritance

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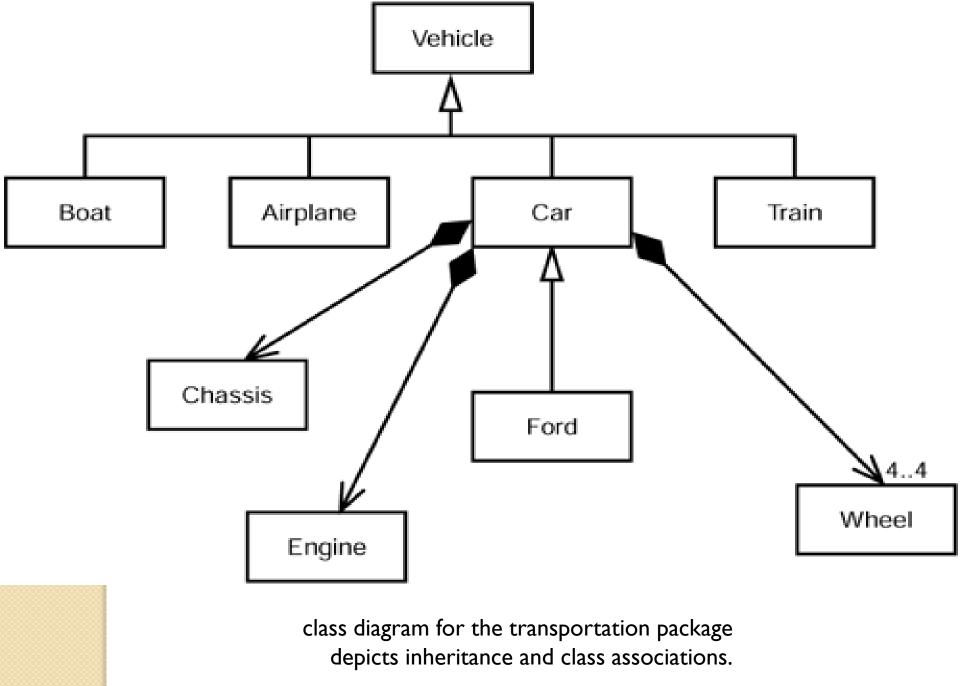
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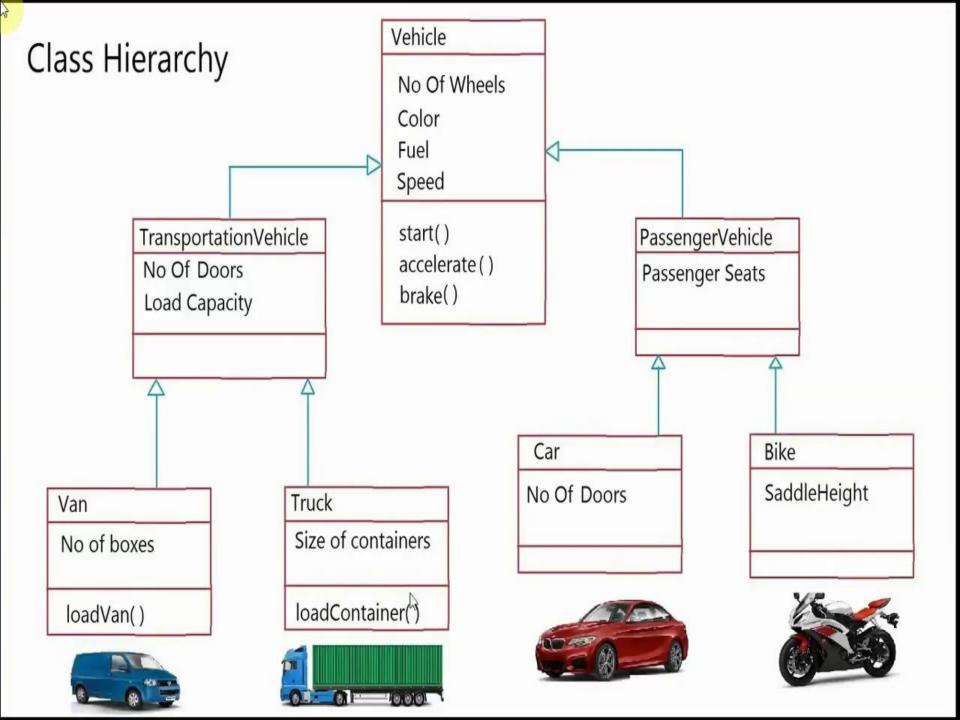
Class Inheritance What is Inheritance?

Inheritance is a powerful feature in object oriented programming.

It refers to defining a new <u>class</u> with little or no modification to an existing class. The new class is called **derived** (or child) class and the one from which it inherits is called the **base** (or parent) class.

- Instead of starting from scratch, you can create a class by deriving it from a preexisting class by listing the parent class in parentheses after the new class name.
- The child class inherits the attributes of its parent class, and you can use those attributes as if they were defined in the child class. A child class can also override data members and methods from the parent.





Syntax

Derived class inherits features from the base class, adding new features to it. This results into re-usability of code

Python Inheritance Syntax

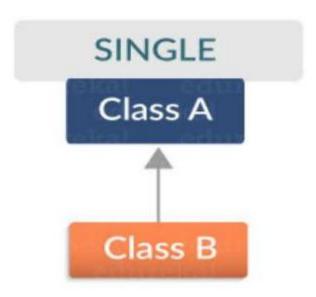
```
class BaseClass:
   Body of base class
class DerivedClass(BaseClass):
   Body of derived class
```

TYPES OF INHERITANCE

- Single Inheritance
- Multiple Inheritance
- ➤ Multilevel Inheritance
- Hybrid Inheritance

SINGLE INHERITANCE

In which there is one base class and one derived class



Example

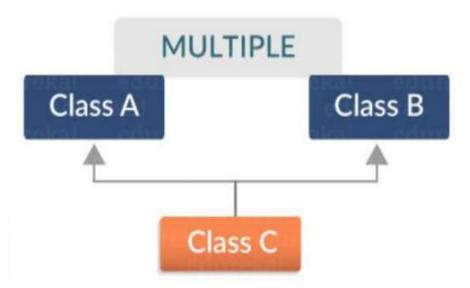
```
#!/usr/bin/python
class Parent: # define parent class
  parentAttr = 100
  def init__(self):
     print "Calling parent constructor"
  def parentMethod(self):
     print 'Calling parent method'
  def setAttr(self, attr):
     Parent.parentAttr = attr
  def getAttr(self):
     print "Parent attribute :", Parent.parentAttr
class Child(Parent): # define child class
  def init (self):
     print "Calling child constructor"
  def childMethod(self):
     print 'Calling child method'
           # instance of child
c = Child()
c.childMethod() # child calls its method
c.parentMethod() # calls parent's method
c.setAttr(200) # again call parent's method
c.getAttr() # again call parent's method
```

When the code is executed, it produces the following result

Calling child constructor
Calling child method
Calling parent method
Parent attribute : 200

MULTIPLE INHERITANCE

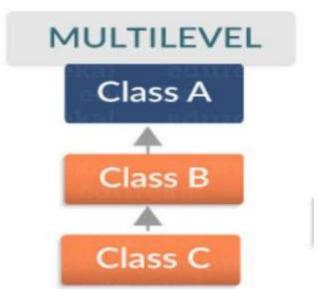
- Multiple inheritance is possible in python
- A class can be derived from more then one base classes. The syntax for multiple inheritance is similar to single inheritance
- ➤ Here is an example of multiple inheritance



```
🚔 inher2.py - C:\Users\Rula\AppData\Local\Programs\Python\Python37-32\inher2.py (3.7.0)
File Edit Format Run Options Window
                          Help
class first:
     def sum(self,a,b):
           c=a+b
           return c
class second:
     def sub(self,x,y):
           z=x-\Lambda
           return (z)
class third(first, second):
     def display(self):
           return (self.sub(5,4))
obj=third()
print(obj.sum(5,5))
print(obj.display())
```

MULTILEVEL INHERITANCE

Multilevel inheritance is also possible in Python like other Object Oriented programming languages. We can inherit a derived class from another derived class, this process is known as multilevel inheritance. In Python, multilevel inheritance can be done at any depth.



```
class first():
    def ml(self,a,b):
        c=a+b;
        return c;

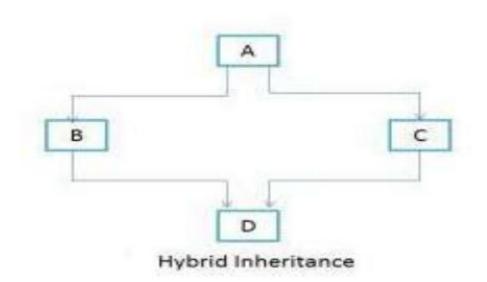
class second(first):
    def m2(self):
        print('M2 method is called')

class third(second):
    def m3(self):
        print('M3 method is called')

thirdobj=third()
print(thirdobj.ml(20,25))
```

```
Python 3.6.5 (v3.6.5:f5
4)] on win32
Type "copyright", "cred
>>>
RESTART:
45
>>>
```

HYBRID INHERITANCE



```
class a:
    def m(self):
        print("message from class a")
class b(a):
    def m(self):
        print("message from class b")
class c(a):
    def m(self):
        print("message from class c")
class d(b,c):
    def m(self):
        print("message from class d")
        a.m(self)
        b.m(self)
        c.m(self)
obj1=d()
obj1.m()
```

```
>>>
RESTART: C:\Users\Rula\A
nce.py
message from class d
message from class a
message from class b
message from class c
>>>
```

```
class CompanyMember:
        '''Represents Company Member.'''
       def init (self, name, designation, age):
               self.name = name
               self.designation = designation
               self.age = age
       def tell(self)|:
                '''Details of an employee.'''
               print('Name: ', self.name,'\nDesignation : ',self.designation, '\nAge : ',self.a
class FactoryStaff(CompanyMember):
       '''Represents a Factory Staff.'''
       def init (self, name, designation, age, overtime allow):
               CompanyMember. init (self, name, designation, age)
               self.overtime allow = overtime allow
               CompanyMember.tell(self)
               print('Overtime Allowance : ', self.overtime allow)
```

python-inheritance.py

```
class OfficeStaff(CompanyMember):
    '''Represents a Office Staff.'''
    def __init__(self, name, designation, age, travelling_allow):
        CompanyMember.__init__(self, name, designation, age)
        self.marks = travelling_allow
        CompanyMember.tell(self)
        print('Traveling Allowance : ', self.marks)
```

```
o1=OfficeStaff('ali','manager',54,'n')
o2=FactoryStaff('saad','Maintenance technician',35,'y')
```

Q-Write python program that represent the following UML

Here's a UML class diagram for an inheritance hierarchy that keeps track of people in a department store:

