

super

Ruby provides us with a built-in function called `super` that allows us to call methods up the inheritance hierarchy. When you call `super` from within a method, it will search the inheritance hierarchy for a method by the same name and then invoke it.

```
class Animal
  def speak
    "Hi I am an Animal"
  end
end

class Dog < Animal
  def speak
    super + " and a Dog"
  end
end

dog = Dog.new
puts dog.speak
```

In the subclass' `speak` method we use `super` to invoke the `speak` method from the superclass, `Animal`, and then we extend the functionality by appending some text to the result.

Another more common way of using super is with initialize.

```
class Animal
  attr_accessor :name

  def initialize(name)
    @name = name
  end
end
```

```
  def name
    @name
  end
end
```

```
class Dog < Animal
  def initialize(color)
    super
    @color = color
  end
end
```

```
  def color
    @color
  end
end
```

```
  def name
    "Yes..... " + @name
  end
end
```

```
dog = Dog.new("brown")
=> #<Dog:0x0000000268f180 @name="brown", @color="brown">
```

```
irb(main):040:0> dog.name
=> "brown"
irb(main):041:0> dog.color
=> "brown"
```

In this example, we're using `super` without arguments. However, the `initialize` method, where `super` is being used, takes an argument and adds a new twist to how `super` is invoked. Here, in addition to the default behavior, `super` automatically forwards the arguments that were passed to the method from which `super` is called. At this point, `super` will pass the `color` argument in the `initialize` defined in the subclass to that of the `Animal` superclass and invoke it. That explains the presence of `@name="brown"` when the `bruno` instance is created. Finally, the subclass' `initialize` continues to set the `@color` instance variable.

When called with specific arguments, eg. `super(a, b)`, the specified arguments will be sent up the method lookup chain:

```
class Animal
  attr_accessor :name

  def initialize(name)
    @name = name
  end

  def name
    @name
  end
end

class Dog < Animal
  def initialize(name, color)
    super(name)
    @color = color
  end
end
```

```
def color
  @color
end

def name
  "Yes..... " + @name
end
end
```

```
dog = Dog.new("labdradog", "brown")
```

```
=> #<Dog:0x0000000090d260 @name="labdradog", @color="brown">
```

```
dog.name
```

```
=> "Yes..... labdradog"
```