11.1 Inheritance. PRG 105 Pam Becker

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Office Furniture \* Parent

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Def \_\_\_\_\_init \_\_\_\_(self, material, size, price)

Self.\_\_material = material

Self.\_\_size= size

self.\_\_price = price

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# mutators

Set. Material

Set size

Set price

# accessors

get\_material(self):

return self.\_\_material / do for other variables

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classDesk(OfficeFurniture) \*Desk is subclass of parent OfficeFurniture

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Self.\_\_drawer\_location = drawer\_location

self. \_\_number\_drawers = num\_drawers

self.\_\_color = color

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\_\_init\_\_(drawerlocation, number, color)

Set\_drawer location(Location)

Set\_num drawers(numdrawers)

Set\_color(color)

Get\_drawer location()

Get\_number()

Get\_color()

Print string, include both Parent class info (retrieve with get method) and subclass new variables

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classChair(OfficeFurniture) \*chair is subclass of parent OfficeFurniture

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Self.\_\_type = manual\_auto

self. \_\_material = material

self.\_\_color = color

Self.\_\_price = price

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\_\_init\_\_(manual\_auto, material, color, price)

Set\_manual\_auto(manual\_auto)

Set\_material(material)

Set\_color(color)

set\_price(price)

Get\_manual\_auto()

Get\_material()

Get\_color()

get\_price()