

# Digital World (2018)

## Week 8, S3: Inheritance

Chris Poskitt



# Refresher: special methods

[b.socrative.com, POSKITT5665](https://b.socrative.com/POSKITT5665)

```
62 class Money():
63     def __init__(self, value=0):
64         self.value = value
65
66     def __eq__(self, other):
67         return other.value == 2*self.value
```

Which of the following gives **True**?

- A. Money(100) == Money(200)
- B. Money(200) == Money(100)
- C. Money(100) == Money(100)
- D. A & B
- E. A, B and C

# Refresher: property function

[b.socrative.com](http://b.socrative.com), POSKITT5665

```
class Person():
    def __init__(self, name="", hair="brown"):
        self.name = name
        self.hair = hair

    def get_name(self):
        return self._name


    def set_name(self, new_name):
        self._name = new_name

    def get_hair(self):
        return self._hair

    def set_hair(self, new_hair):
        if new_hair in ["brown", "grey", "black", "blonde"]:
            self._hair = new_hair

    name = property(get_name, set_name)
    hair = property(get_hair, set_hair)

p1 = Person("Chris", "brown")
p2 = Person("John", "blonde")
p2.name = p1.name * 3
p2.hair = "chickenfloss"
print(p2.name, p2.hair)
```

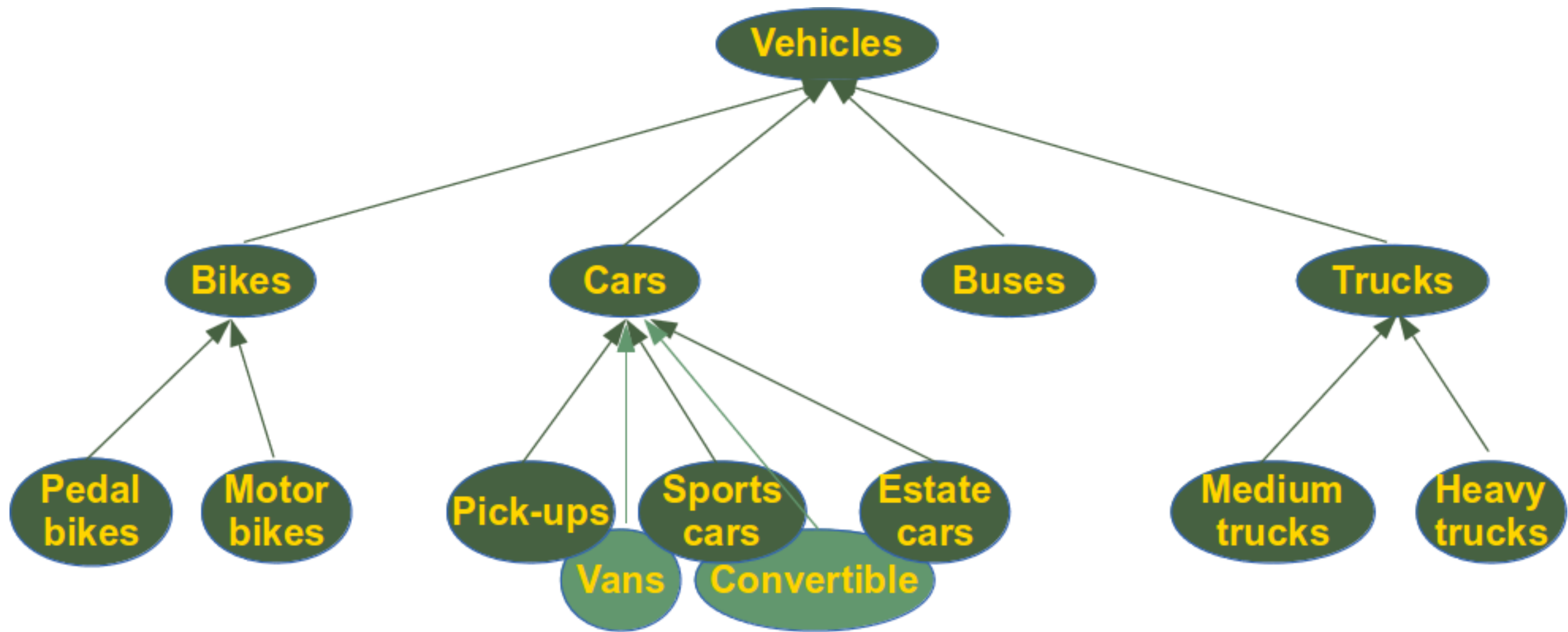


*what's printed?*

# Defining a RoadVehicle class



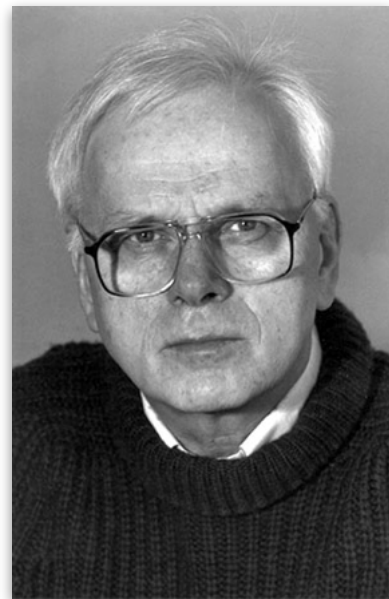
# Hierarchy of vehicles





# Today: a brief introduction to inheritance

- classes can inherit from other classes
- if class A inherits from class B, then objects of type A also acquire all the properties and behaviours of B
- why? promotes code re-use and allows one to build upon existing classes

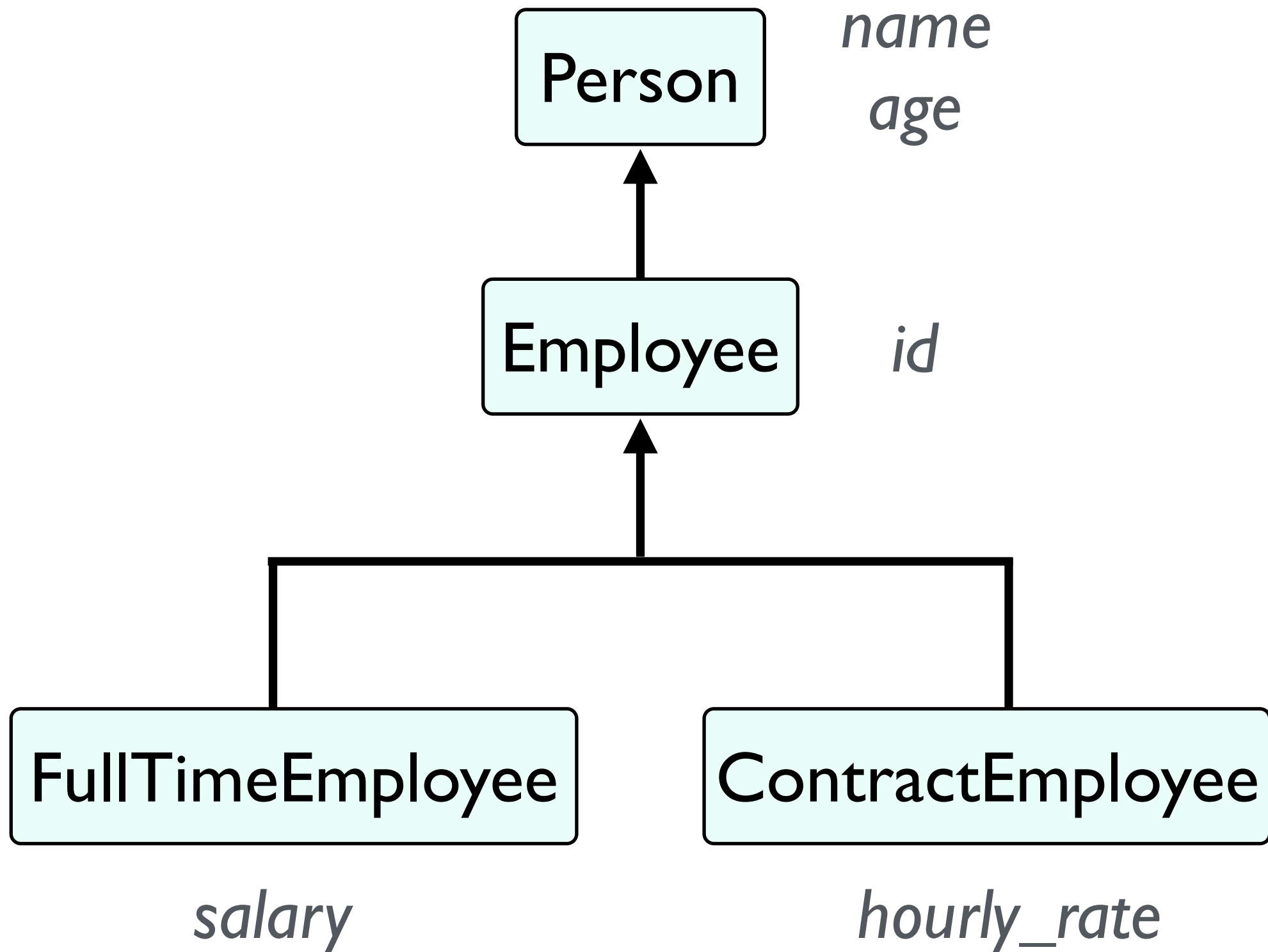


K. Nygaard



O.-J. Dahl

# Employees are people



# Inheriting and overriding methods

- in our example, attributes (`name`, `age`, ...) are inherited by the subclasses
- some methods are inherited too (e.g. `__str__`)
- but note that `__init__` is overridden
- **tutorial:** [https://www.python-course.eu/python3\\_inheritance.php](https://www.python-course.eu/python3_inheritance.php)



# Summary

- inheritance allows classes to acquire the attributes and methods of other classes
- this practice promotes code re-use and makes it simple to extend existing classes
- classes can override the methods they inherit to extend or replace some functionality