

# Day 37



## Inheritance in Python:

### What is Inheritance?

Inheritance allows one class (child / subclass) to reuse and extend another class (parent / base class).

Think of it like:

- Parent class: common features
- Child class: uses those features + adds its own

### Why use inheritance?

- Code reusability
- Avoid duplication
- Easy maintenance
- Logical relationship between classes

### Basic inheritance syntax

```
class Parent:  
    def show(self):  
        print("This is the parent class")  
class Child(Parent):  
    pass
```

Example: a basic example without any inheritance.

```
1  class Employee:  
2      def __init__(self, name, id):  
3          self.name = name  
4          self.id = id  
5      #method  
6      def showDetails(self):  
7          print(f"Name is {self.name} whose id is {self.id} ")  
8      #object  
9      e = Employee("Aditya", 111)  
10     e.showDetails()  
  
PROBLEMS   OUTPUT   DEBUG CONSOLE   TERMINAL   PORTS  
● PS E:\Python\Day31-40\Day37> python main.py  
Name is Aditya whose id is 111
```

Example: introducing the inheritance, where the programmer class inherits the properties of the employee class.

```
1  class Employee:
2      def __init__(self, name, id):
3          self.name = name
4          self.id = id
5      #method
6      def showDetails(self):
7          print(f"Name is {self.name} whose id is {self.id} ")
8  class Programmer(Employee):
9      def showLang(self):
10         print("Python is the lang")
11 #object for employee
12 e = Employee("Aditya", 111)
13 e.showDetails()
14 #object for programmer
15 f = Programmer("Utsav", 112)
16 f.showDetails()
```

PROBLEMS    OUTPUT    DEBUG CONSOLE    TERMINAL    PORTS

● PS E:\Python\Day31-40\Day37> python main.py  
Name is Aditya whose id is 111  
Name is Utsav whose id is 112

Example:

```
1  class Employee:
2      def __init__(self, name, id):
3          self.name = name
4          self.id = id
5      #method
6      def showDetails(self):
7          print(f"Name is {self.name} whose id is {self.id} ")
8  class Programmer(Employee):
9      def showLang(self):
10         print("Python is the lang")
11 #object for employee
12 e = Employee("Aditya", 111)
13 e.showDetails()
14 #object for programmer
15 f = Programmer("Utsav", 112)
16 f.showDetails()
17 f.showLang()
```

PROBLEMS    OUTPUT    DEBUG CONSOLE    TERMINAL    PORTS

● PS E:\Python\Day31-40\Day37> python main.py  
Name is Aditya whose id is 111  
Name is Utsav whose id is 112  
Python is the lang

## Access Modifiers in Python:

### What are Access Modifiers?

Access modifiers control who can access variables and methods of a class.

Python has three types (by convention):

Modifier	Syntax	Meaning
Public	name	Accessible everywhere
Protected	_name	Accessible within class & subclasses
Private	__name	Accessible only inside the class

**Note:** Python does not enforce access modifiers like Java or C++. Instead, it uses naming conventions to indicate access level.

Example: Public Access Modifier - Public members are accessible everywhere

```
1  class Student:
2      def __init__(self, name):
3          self.name = name    # Public attribute
4      def show(self):        # Public method
5          print(self.name)
6  s = Student("Alice")
7  print(s.name)    # Allowed
8  s.show()         # Allowed
```

PROBLEMS    OUTPUT    DEBUG CONSOLE    TERMINAL    PORTS

● PS E:\Python\Day31-40\Day37> python .\access\_modifier.py  
Alice  
Alice

**Protected Access Modifier (\_): Single underscore \_name**

- Indicates internal use
- Accessible in subclasses
- Still accessible outside (not enforced)

Example:

The screenshot shows a code editor interface with a dark theme. At the top, there is a toolbar with tabs labeled 'PROBLEMS', 'OUTPUT', 'DEBUG CONSOLE', 'TERMINAL' (which is underlined), and 'PORTS'. Below the toolbar, the code is displayed:

```
10  class Employee:
11      def __init__(self, salary):
12          self._salary = salary # Protected attribute
13  class Manager(Employee):
14      def show_salary(self):
15          print(self._salary)    # Allowed
16  m = Manager(50000)
17  m.show_salary()
18  print(m._salary)  # Allowed (but discouraged)
```

At the bottom of the code editor, there is a terminal window showing the execution of the script:

```
PS E:\Python\Day31-40\Day37> python .\access_modifier.py
50000
50000
```

**Private Access Modifier (\_):** Double underscore \_name

- Triggers name mangling
- Prevents accidental access
- Strongest form of encapsulation

Example:

The screenshot shows a code editor interface with a dark theme. At the top, there is a toolbar with tabs labeled 'PROBLEMS', 'OUTPUT', 'DEBUG CONSOLE', 'TERMINAL' (which is underlined), and 'PORTS'. Below the toolbar, the code is displayed:

```
20  class BankAccount:
21      def __init__(self, balance):
22          self.__balance = balance # Private attribute
23      def show_balance(self):
24          print(self.__balance)
25  acc = BankAccount(1000)
26  acc.show_balance()  # Allowed
27  # print(acc.__balance) X AttributeError
```

At the bottom of the code editor, there is a terminal window showing the execution of the script:

```
PS E:\Python\Day31-40\Day37> python .\access_modifier.py
1000
```

### Name Mangling (Important Concept)

Python internally renames:

\_\_balance → \_BankAccount\_\_balance

So this works (but NOT recommended):

```
print(acc._BankAccount__balance) # 1000
```

This exists to avoid accidental access, not to provide true privacy.

**Key Takeaways:**

- Python access modifiers are conventions, not strict rules.
- `_` = protected (internal use)
- `__` = private (name mangling)
- Use getters/setters with `@property` for controlled access.

--The End--