

# Object Oriented Programming in Python: Inheritance

Aleksander Fabijan

# Today's Goals

1. Provide an introduction to inheritance in OOP.
  - **Why** and **when** should we inherit from other objects?
  - **How** do we inherit from objects in Python?
2. Provide an introduction to method overriding.

# From Last Time

```
class Taxi:
    '''This class describes how a taxi may look like'''
    def __init__(self, driverName, onDuty, cities):
        self.dname = driverName
        self.oduty = onDuty
        self.cities = cities
        self.numPassengers = 0
```

## From Last Time (cnt.)

```
class Bus:
    '''This is my first class that describes a bus'''
    def __init__(self, busDriverName, colorParam, numberOfSeats):
        self.bdname = busDriverName
        self.color = colorParam
        self.nseats = numberOfSeats
```

# Comparing Bus & Taxi

```
class Taxi:
    '''This class describes how a taxi may look like'''
    def __init__(self, driverName, onDuty, cities):
        self.dname = driverName
        self.oduty = onDuty
        self.cities = cities
        self.numPassengers = 0
```

```
class Bus:
    '''This is my first class that describes a bus'''
    def __init__(self, busDriverName, colorParam, numberOfSeats):
        self.bdtype = busDriverName
        self.color = colorParam
        self.nseats = numberOfSeats
```

# Comparing Bus & Taxi

```
class Taxi:
    '''This class describes how a taxi may look like'''
    def __init__(self, driverName, onDuty, cities):
        self.dname = driverName
        self.oduty = onDuty
        self.cities = cities
        self.numPassengers = 0
```

```
class Bus:
    '''This is my first class that describes a bus'''
    def __init__(self, busDriverName, colorParam, numberOfSeats):
        self.bdname = busDriverName
        self.color = colorParam
        self.nseats = numberOfSeats
```

Classes share similar variables

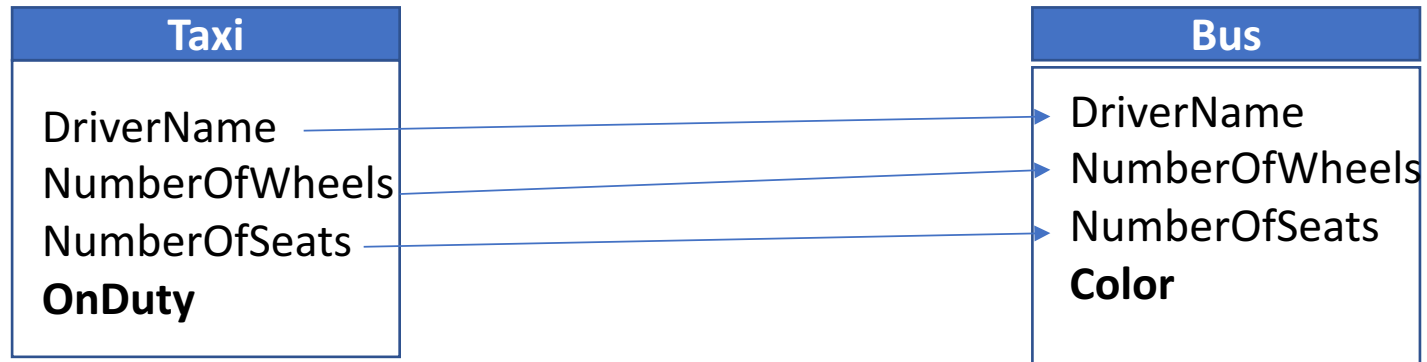
# Inheritance

- Inheritance simplifies our code through reuse of the code that has been already written.
  - **Think about the Taxi and Bus, and what they have in common.**
- Inheritance is a relation between a **parent class** (e.g. *Vehicle*) and **children classes** (e.g. Taxi, Bus, Truck, etc.)
- A class inherits **attributes** and **behavior** methods from its parent classes.

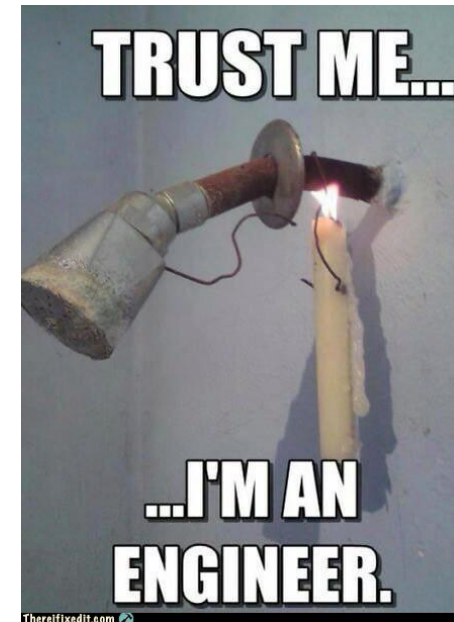
Taxi
DriverName
NumberOfWheels
NumberOfSeats
<b>OnDuty</b>

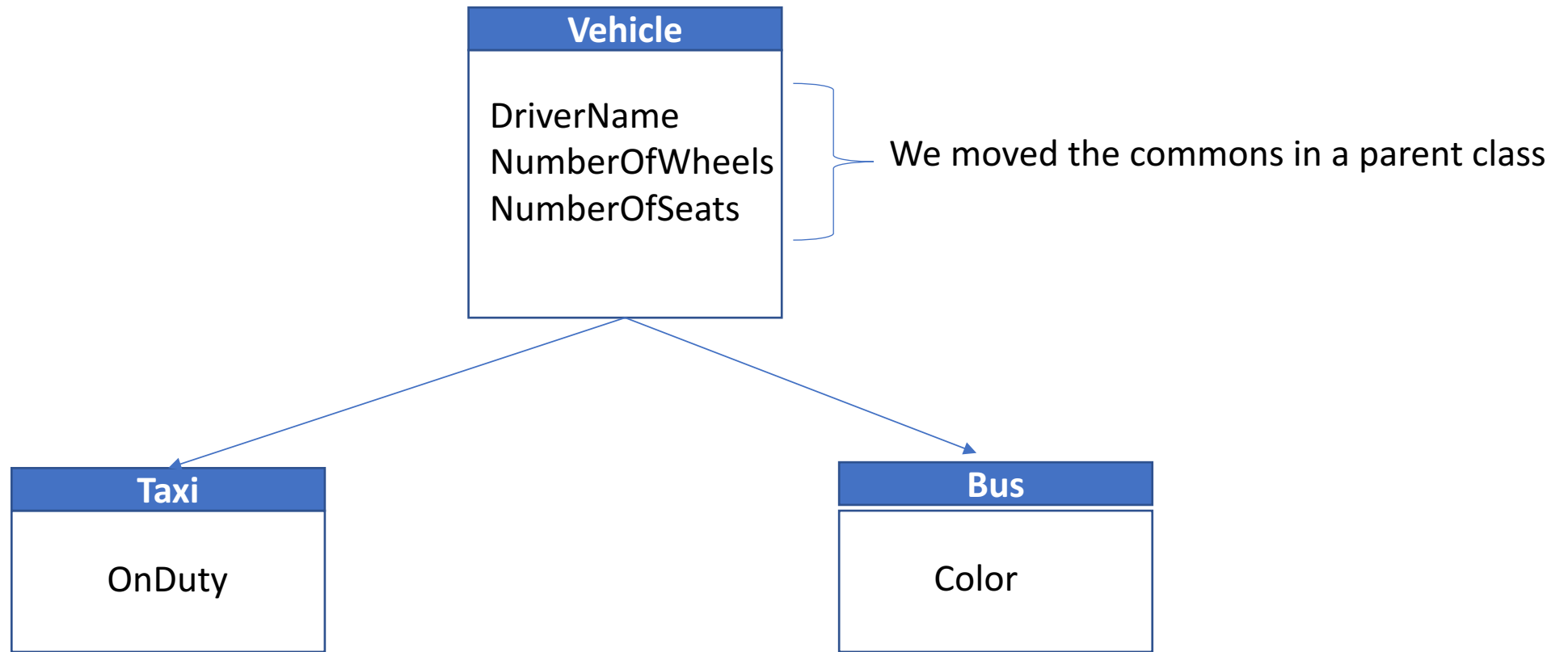
Bus
DriverName
NumberOfWheels
NumberOfSeats
<b>Color</b>





Wait, we wrote the same three lines of code in both classes?  
There must be a better way!!!





The child classes only keep the attributes and methods relevant to them

# OOP Inheritance in Python

1. Create a parent class (e.g. Vehicle) with the **common attributes** and **common methods**.
2. Create child classes (e.g. Bus and Taxi) with the **extended attributes** and **extended methods**.
  - Pass the class definition to the child (e.g. **Class Bus(Vehicle): ...**)
  - Use the parent attributes and methods through **super()**.

# In Python code

```
1 class Vehicle():
2     '''My class representing a vehicle'''
3     def __init__(self, DriverName, NumberOfWheels, NumberOfSeats):
4         '''This method initiates a new Vehicle (set's the parameters to object variables)'''
5         self.dname = DriverName
6         self.nwheels = NumberOfWheels
7         self.nseats = NumberOfSeats
```

# In Python code

```
1 class Vehicle():
2     '''My class representing a vehicle'''
3     def __init__(self, DriverName, NumberOfWheels, NumberOfSeats):
4         '''This method initiates a new Vehicle (set's the parameters to object variables)'''
5         self.dname = DriverName
6         self.nwheels = NumberOfWheels
7         self.nseats = NumberOfSeats
```

```
class Taxi(Vehicle):
    ''' This class inherits from Vehicle and adds OnDuty as a parameter'''
    def __init__(self, DriverName, NumberOfWheels, NumberOfSeats, OnDuty):
        #Vehicle.__init__(self, DriverName, NumberOfWheels, NumberOfSeats)
        super().__init__(DriverName, NumberOfWheels, NumberOfSeats)
        self.tduty=OnDuty
```


# In Python code

```
1 class Vehicle():
2     '''My class representing a vehicle'''
3     def __init__(self, DriverName, NumberOfWheels, NumberOfSeats):
4         '''This method initiates a new Vehicle (set's the parameters to object variables)'''
5         self.dname = DriverName
6         self.nwheels = NumberOfWheels
7         self.nseats = NumberOfSeats
```

```
class Taxi(Vehicle):
    ''' This class inherits from Vehicle and adds OnDuty as a parameter'''
    def __init__(self, DriverName, NumberOfWheels, NumberOfSeats, OnDuty):
        #Vehicle.__init__(self, DriverName, NumberOfWheels, NumberOfSeats)
        super().__init__(DriverName, NumberOfWheels, NumberOfSeats)
        self.tduty=OnDuty
```

# In Python code

```
1 class Vehicle():
2     '''My class representing a vehicle'''
3     def __init__(self, DriverName, NumberOfWheels, NumberOfSeats):
4         '''This method initiates a new Vehicle (set's the parameters to object variables)'''
5         self.dname = DriverName
6         self.nwheels = NumberOfWheels
7         self.nseats = NumberOfSeats
```



```
class Taxi(Vehicle):
    ''' This class inherits from Vehicle and adds OnDuty as a parameter'''
    def __init__(self, DriverName, NumberOfWheels, NumberOfSeats, OnDuty):
        #Vehicle.__init__(self, DriverName, NumberOfWheels, NumberOfSeats)
        super().__init__(DriverName, NumberOfWheels, NumberOfSeats)
        self.tduty=OnDuty
```

# In Python code

```
1 class Vehicle():
2     '''My class representing a vehicle'''
3     def __init__(self, DriverName, NumberOfWheels, NumberOfSeats):
4         '''This method initiates a new Vehicle (set's the parameters to object variables)'''
5         self.dname = DriverName
6         self.nwheels = NumberOfWheels
7         self.nseats = NumberOfSeats
```

```
class Taxi(Vehicle):
    ''' This class inherits from Vehicle and adds OnDuty as a parameter'''
    def __init__(self, DriverName, NumberOfWheels, NumberOfSeats, OnDuty):
        #Vehicle.__init__(self, DriverName, NumberOfWheels, NumberOfSeats)
        super().__init__(DriverName, NumberOfWheels, NumberOfSeats)
        self.tduty=OnDuty
```



# Exercise time!

Model the following problem in Python code:

- Frida Jacobsson is a **student** at MAH. Her Skype nickname is frida96.
- Aleksander Fabijan is a **researcher** at MAH. He teaches DA712 and DA374.
- They are both **Humans**.

# Exercise time!

Model the following problem in Python code:

- Frida Jacobsson is a **Student** at MAH. Her Skype nickname is frida96.
- Aleksander is a **Researcher** at MAH. He teaches DA712 and DA374.
- They are both **Humans**.

## Suggestion:

- 1) Create a **class Human** that initiates a new human with a name.
- 2) Next, **create two classes** (e.g. ***Student*** and ***Researcher***) that inherit from human,
- 3) Finally, add the skype nickname and the list of courses to the new classes.

## Code snippets for help:

- `class Taxi(Vehicle):` `#creates a child class from Human`
- `super().__init__(name, lastname)` `#calls the parent's __init__ method`

LC

# Method Overriding

- Method overriding is an object-oriented programming feature that allows a subclass to provide a different implementation of a method that is already defined by its superclass or by one of its superclasses.
- `__init__` in the child class (e.g. Taxi) overrides the `__init__` method from the parent class.

# Example of overriding `__str__`

Let's add a `__str__` method that nicely prints our Vehicle details on the screen.

```
class Vehicle:
    '''My class representing a vehicle'''
    def __init__(self, DriverName, NumberOfWheels, NumberOfSeats):
        '''This method initiates a new Vehicle (set's the parameters to object variables)'''
        self.dname = DriverName
        self.nwheels = NumberOfWheels
        self.nseats = NumberOfSeats

    def __str__(self):
        '''This method return's the vehicle details for printing on screen'''
        return "This vehicle is driven by: " + self.dname + " and it has " + str(self.nwheels) + " wheels."
```

```
# We create one instance of a vehicle and print it.
ourfirstvehicle = Vehicle("Aleksander", 4, 5)
print(ourfirstvehicle)
```

Output: This vehicle is driven by: Aleksander and it has 4 wheels.

# Example of overriding `__str__`

```
class Vehicle:
    '''My class representing a vehicle'''
    def __init__(self, DriverName, NumberOfWheels, NumberOfSeats):
        '''This method initiates a new Vehicle (set's the parameters to object variables)'''
        self.dname = DriverName
        self.nwheels = NumberOfWheels
        self.nseats = NumberOfSeats

    def __str__(self):
        '''This method return's the vehicle details for printing on screen'''
        return "This vehicle is driven by: " + self.dname + " and it has " + str(self.nwheels) + " wheels."
```

```
class Taxi(Vehicle):
    ''' This class inherits from Vehicle and adds OnDuty as a parameter'''
    def __init__(self, DriverName, NumberOfWheels, NumberOfSeats, OnDuty):
        super().__init__(DriverName, NumberOfWheels, NumberOfSeats)
        self.tduty=OnDuty

    def __str__(self):
        return super().__str__() + "Also, this taxi duty state is: " + str(self.tduty)
```

# Example of overriding `__str__`

```
# We create one instance of a vehicle and print it.  
ourfirstvehicle = Vehicle("Aleksander", 4, 58)  
print(ourfirstvehicle)  
  
# We create one instance of a taxi and print it.  
ourfirstTaxi = Taxi("James", 4, 2, True)  
print(ourfirstTaxi)
```

This vehicle is driven by: Aleksander and it has 4 wheels.

This vehicle is driven by: James and it has 4 wheels.Also, this taxi duty state is: True

# Exercise Time

**Part1:** Update your **class Human** with a `__str__` method that can be used on print. It should return the name and lastname of the human. Try it out by creating one human in code.

**Part2:** Update your **class student** and **class researcher** by overriding the `__str__` method.

- `__str__` in the child classes should use **`super().__str__(args)`** to call its parent method to print out the name and lastname.

**Part3:** For student, override the `__str__(args)` method so it returns in addition to the name and lastname, also the skype nickname. Do the same for the researcher with his phone extension.



# Takeaways

Today, we learned how and when to use inheritance in python OOP.

- Whenever our classes can reuse the attributes and methods from parent classes.
- We inherit from parent classes by passing their name as a parameter to our child class.
- We reuse the methods and attributes from parent classes by using `super()`.

We also learned how to override methods in python.