# **Inheritance**

- In general we human beings always know about inheritance.
- In programming it is almost the same. When a class inherits another class it inherits all features (like variables and methods) of the parent class.
- This helps in reusing codes.
- The way we inherited a few qualities from our parents similarly, a class can also inherit the qualities from a parent class.
- For eg: A Phone Class can have two Child Classes: 1) TelePhone and 2) MobilePhone. Both can inherit the "calling" behaviour.

#### **Parent-class**

- The class from which a class inherits is called the parent-class.
- Parent-class are often referred with different names parent-class / super-class / base-class / ancestor-class

#### **Child-class**

- A class which inherits from a parent-class is called a child-class.
- A child-class are often referred with different names child-class / subclass / derived-class / heir class

#### For example in following diagram

- class **vehicle** is super-class of all the sub-classes (Bikes, Cars, Buses, Trains etc).
- class cars is super-class for sub-classes Hatchbacks and Sedans

```
graph TD;
Vehicle --> Bikes;
```

```
Vehicle --> Cars --> Hatchbacks;
Vehicle --> Cars --> Sedans;
Vehicle --> Buses;
Vehicle --> Trains;
```

### **Syntax**

```
# The syntax for a subclass definition looks like this:
class ChildClass:  # super-class derived from default `object` class
    pass

class ParentClass(ChildClass): # sub-class derived from parent-class
    pass
```

### **Basic Inheritance example**

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

    def greetings(self):
        print("Good morning, I am " + self.name)

class Engineer(Person):
    pass
```

```
>>> x = Person("Prashant")
>>> y = Engineer("Rahul")
>>> print(x, type(x))
<__main__.Person object at 0x1024d2220> <class '__main__.Person'>
>>> print(y, type(y))
<__main__.Engineer object at 0x1023c3d00> <class '__main__.Engineer'>
>>> y.greetings()
Good morning, I am Rahul
```



When there isn't any method defined in the <a href="child-class">child-class</a>, Python looks-up for the method definition in upward direction first in class hierarchy.

### Overriding **VS** Overloading

- Method overloading is defining function with same name in both parent-class and child-class but with different function signature.
- Meaning, function signature in child-class may have different number of parameters than parent-class.
- · Below is the example of function overloading -

```
>>> y = Engineer("Virat")
>>> y.greetings("Viru") # func `greetings` from child will be called
Good morning, I am Virat (Viru)
```

- Method overriding is defining a function with same name and same number of parameters in both parent-class and child-class
- Function signature is same in both parent-class and child-class

- Essentially in method overriding, we just re-define the function under derived-class (which is already defined in the derived-class).
- Below is the example of function overriding -

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

    def greetings(self):
        print("Good morning", self.name)

class Engineer(Person):
    def greetings(self):
        print("hey - GOOD EVENING,", self.name)
```

```
>>> y = Engineer("Rahul")
>>> y.greetings()  # message from child will be printed
hey - GOOD EVENING, Rahul
```

# Multiple inheritance

- When child-class is derived from multiple base-classes, it is called as multiple inheritance
- Syntax -

```
class ChildClass(BaseClass1, BaseClass2, BaseClass3):
   pass
```

## **Diamond Problem**

 Diamond problem occurs when two or more child-classes have common ancestorclass.

- It means there are multiple paths to reach to the parent-class.
- In such case, Python follows certain algorithm (c3 linearization algorithm) to resolve method calls.
- In python3, the highest super-class is visited when all local classes underneath it are already visited.

```
graph TD;

Person--> Mother --> Child;
Person--> Father--> Child;
```

```
class GrantParent:
    def get_details(self):
        print("I will be only called once all my child classes are visited")

class Mother(GrantParent):
    def __init__(self):
        self.height = "tall"
        self.color = "white"

class Father(GrantParent):
    def __init__(self):
        self.height = "short"
        self.color = "brown"

class Child(Mother, Father):
    pass
```

```
>>> child = Child()
>>> child.get_details()
I will be only called once all my child classes are visited
```

Let's understand MRO better.

# **Method Resolution Order (MRO)**

```
graph TD;

Person--> GrandFather_Mother --> Mother --> Child;
Person--> GrandFather_Father --> Father --> Child;
```

- Way of performing look-up for parent class methods in multiple inheritance.
- To keep the base classes from being accessed more than once, the dynamic algorithm linearizes the search order in a way that preserves the left-to-right ordering specified in each class, that calls each parent only once.
- Python follows algorithm called C3 linearization algorithm to resolve method calls.
- Python2.7 had DFLR algorith to perform MRO
- Python3.\* has algorithm for MRO called "C3 Linearization algorithm"
- It works almost similar to DFLR depth-first, left to right except for the following difference -
- highest super-class will be only visited when all local classes are visited.

```
class Person:
    def get_details(self):
        print("method from class - Person")

class GrandFather_Father(Person):
    pass

class GrandFather_Mother(Person):
    pass

class Mother(GrandFather_Mother):
    pass

class Father(GrandFather_Father):
    def get_details(self):
        print("Father")

class Child(Mother, Father):
    pass
```

```
>>> child = Child()
>>> child.get_details()
Father
```

• How to get MRO (Method Resolution Order) associated with a class?

Let's see considering above example -

```
>>> Child.mro()
[__main__.Child,
    __main__.Mother,
    __main__.GrandFather_Mother,
    __main__.Father,
    __main__.GrandFather_Father,
    __main__.Person,
object]
```