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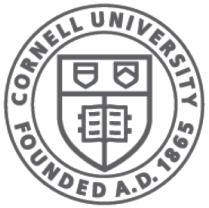
Lecture 19: Subclasses & Inheritance (Chapter 18)

CS 1110

Introduction to Computing Using Python



Cornell CIS
COMPUTING AND INFORMATION SCIENCE

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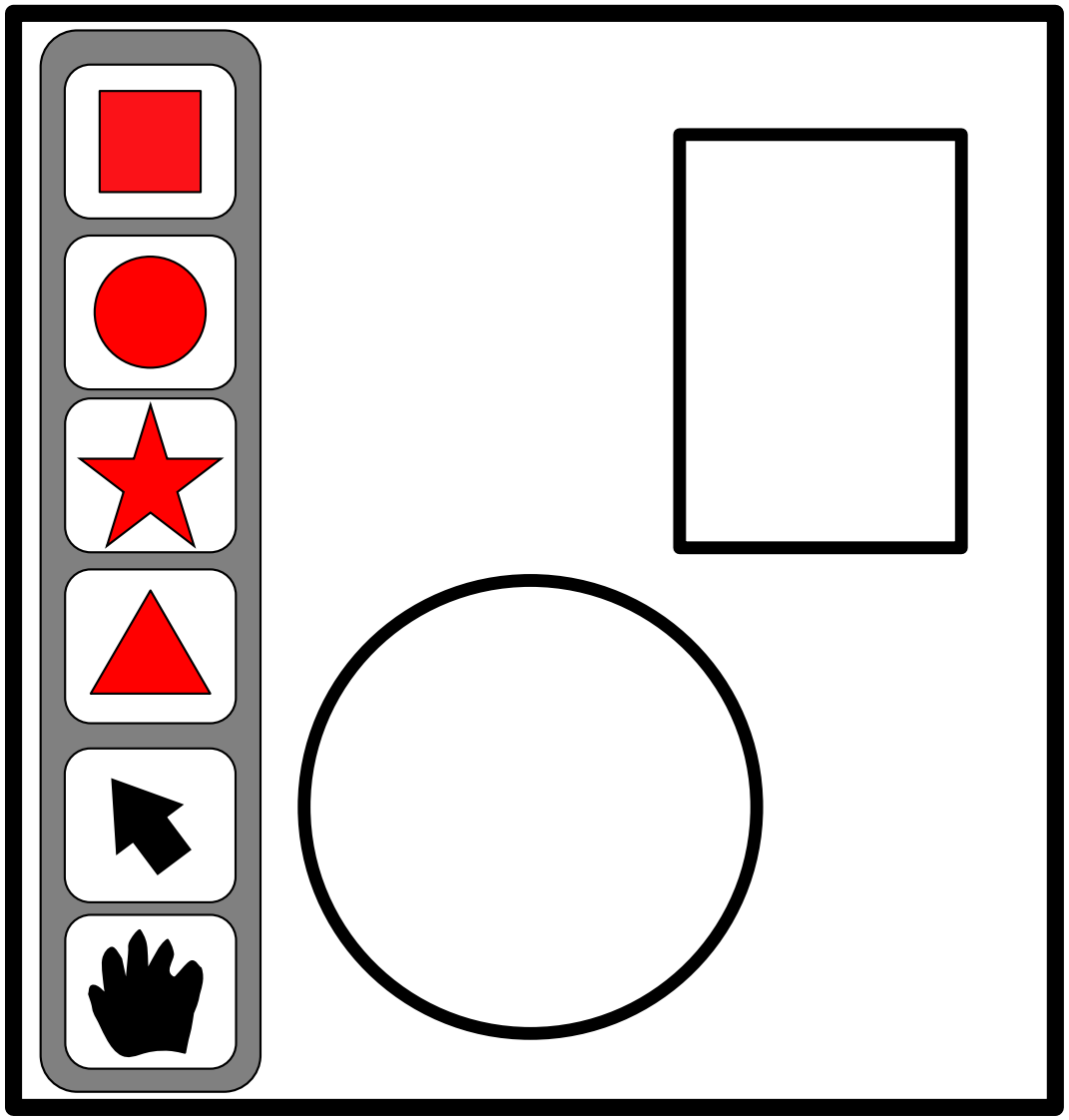
Goal: Make a drawing app



Rectangles, Stars, Circles, and Triangles have a lot in common, but they are also different in very fundamental ways….

Sharing Work

Problem: Redundant code.

(Any time you copy-and-paste code, you are likely doing something wrong.)

Solution: Create a *parent* class with shared code

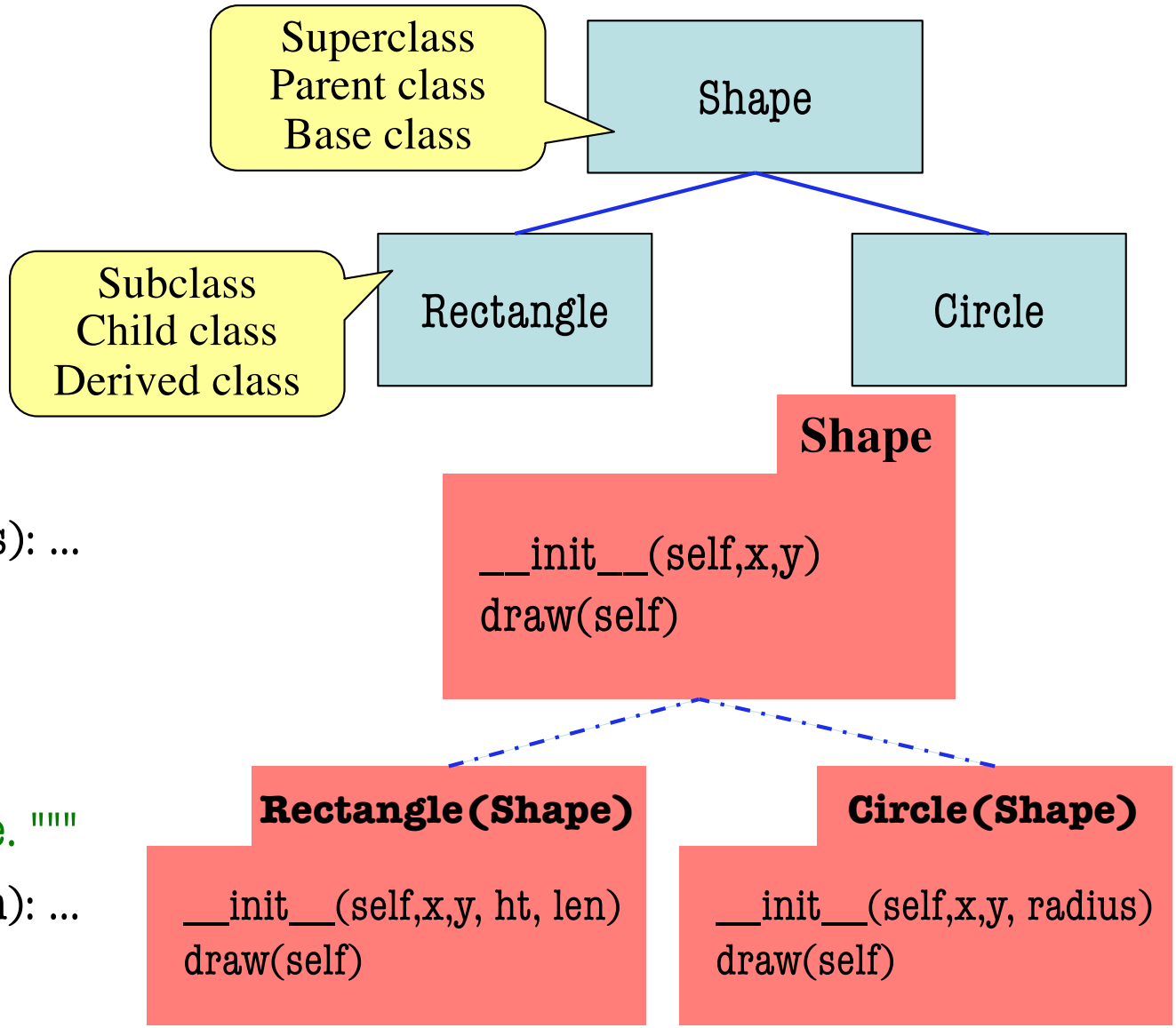
- Then, create *subclasses* of the *parent* class

Defining a Subclass

```
class Shape():
    """A shape located at x,y """
        def __init__(self, x, y): ...
        def draw(self): ...

class Circle(Shape):
    """An instance is a circle."""
    def __init__(self, x, y, radius): ...
    def draw(self): ...

class Rectangle(Shape):
    """An in stance is a rectangle. """
    def __init__(self, x, y, ht, len): ...
    def draw(self): ...
```



Extending Classes

class <*name*>(<superclass>):

    """Class specification"""

    class variables

    initializer (__init__)

    methods

Class to extend
(may need module name:
<modulename>.<superclass>)

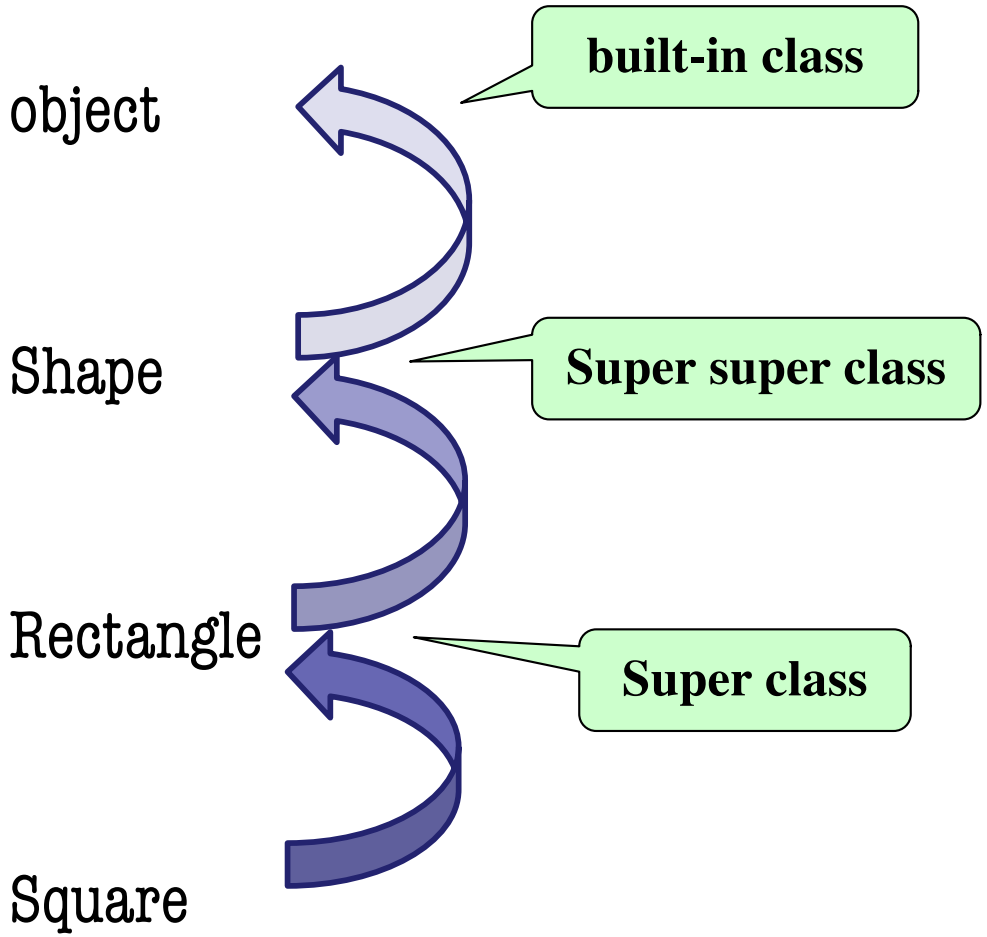
So far, classes have
implicitly extended
object

object and the Subclass Hierarchy

- Subclassing creates a **hierarchy** of classes
  - Each class has its own super class or parent
  - Until `object` at the "top"
- `object` has many features
  - Default operators: `__init__`, `__str__`, `__eq__`

Which of these need to be replaced?

Example



__init__

```
class Shape():
    """A shape @ location x,y """
    def __init__(self, x, y):
        self.x = x
        self.y = y
```

- Want to use the original version of the method?
  - New method = original+more
  - Don't repeat code from the original
- Call old method **explicitly**

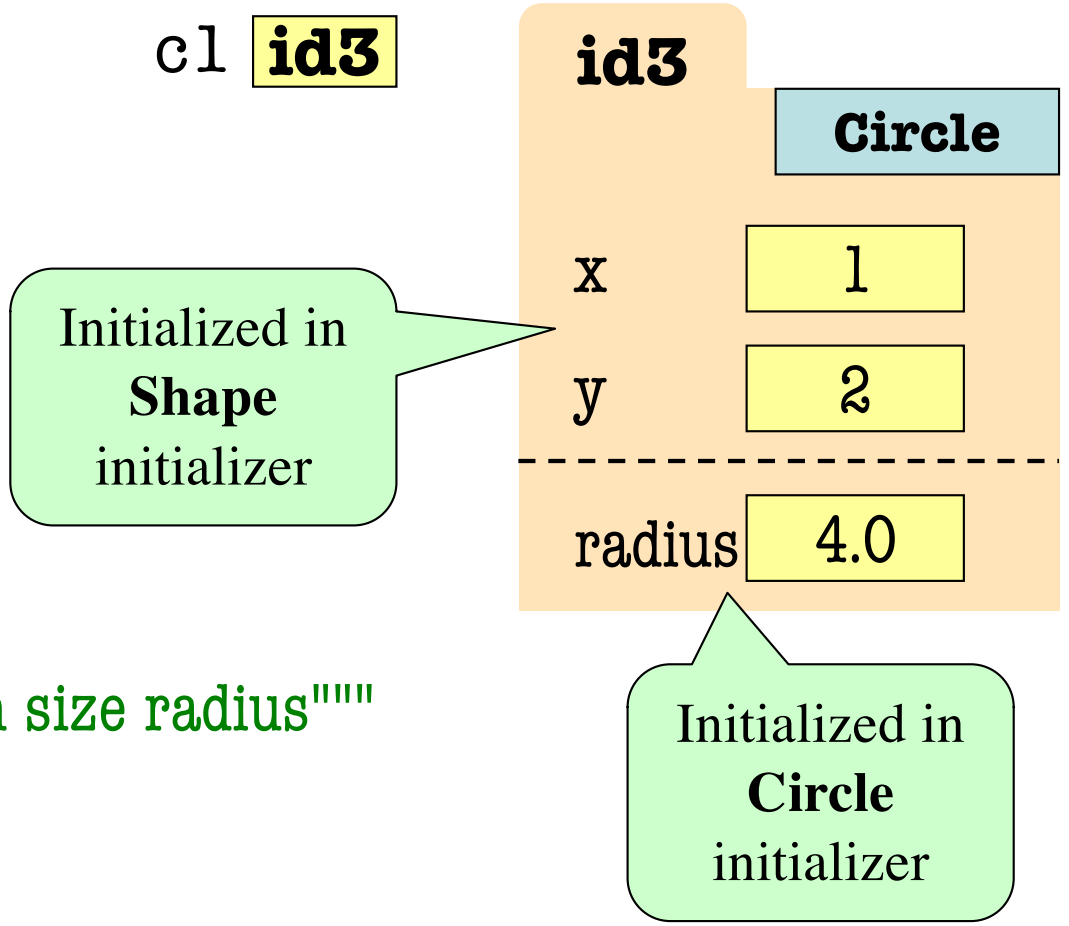
```
class Circle(Shape):
"""Instance is a Circle @ x,y with size radius"""
    def __init__(self, x, y, radius):
        self.radius = radius
        super().__init__(x, y)
```

Object Attributes can be Inherited

```
class Shape():
    """ A shape @ location x,y """
    def __init__(self,x,y):
        self.x = x
        self.y = y

class Circle(Shape):
    """Instance is a Circle @ x,y with size radius"""
    def __init__(self, x, y, radius):
        self.radius = radius
        super().__init__(x,y)

c1 = Circle(1, 2, 4.0)
```



More Method Overriding

```
class Shape():
    """Instance is shape @ x,y"""
     def __init__(self,x,y):
     def __str__(self):
          return "Shape @ ("+str(self.x)+", "+str(self.y)+")"
     def draw(self):...
```

object

__init__(self)

__str__(self)

__eq__(self)

Shape

__init__(self,x,y)

__str__(self)

```
class Circle(Shape):
    """Instance is a Circle @ x,y with radius"""
     def __init__(self,x,y,radius):
     def __str__(self):
          return "Circle: Radius="+str(self.radius)+" "+super().__str__(self)
     def draw(self):...
```

Circle

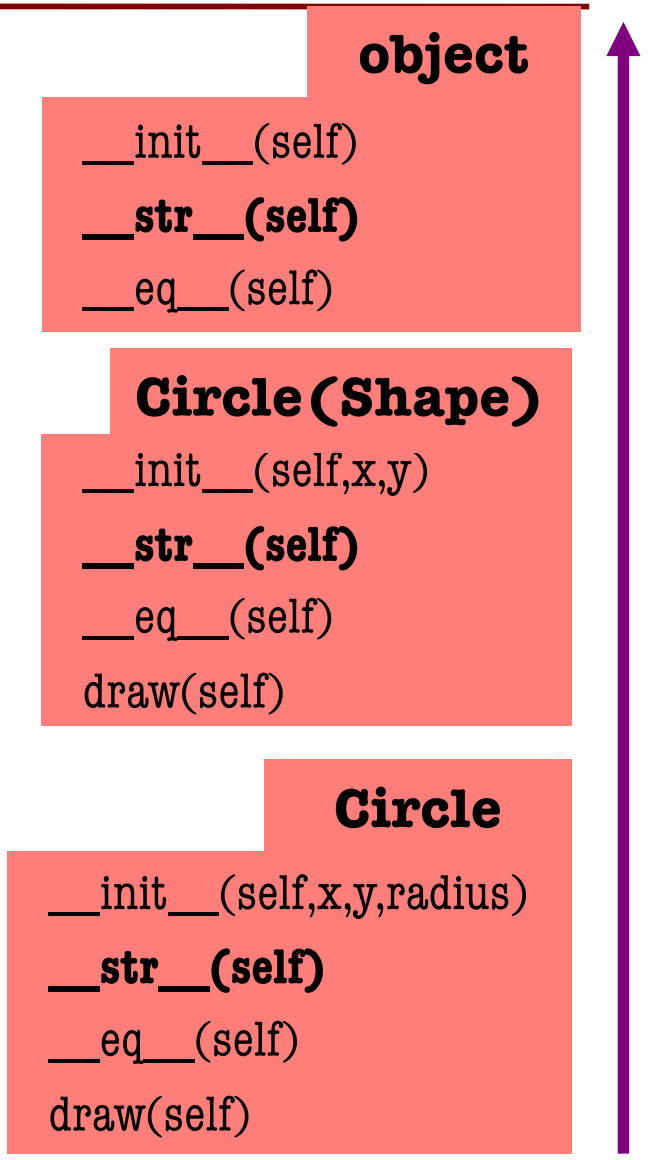
__init__(self,x,y,radius)

__str__(self)

Understanding Method Overriding

```
c1 = Circle(1,2,4.0)
print(str(c1))
```

- Which __str__ do we use?
  - Start at bottom class folder
  - Find first method with name
  - Use that definition
- Each subclass automatically ***inherits*** methods of parent.
- New method definitions **override** those of parent.

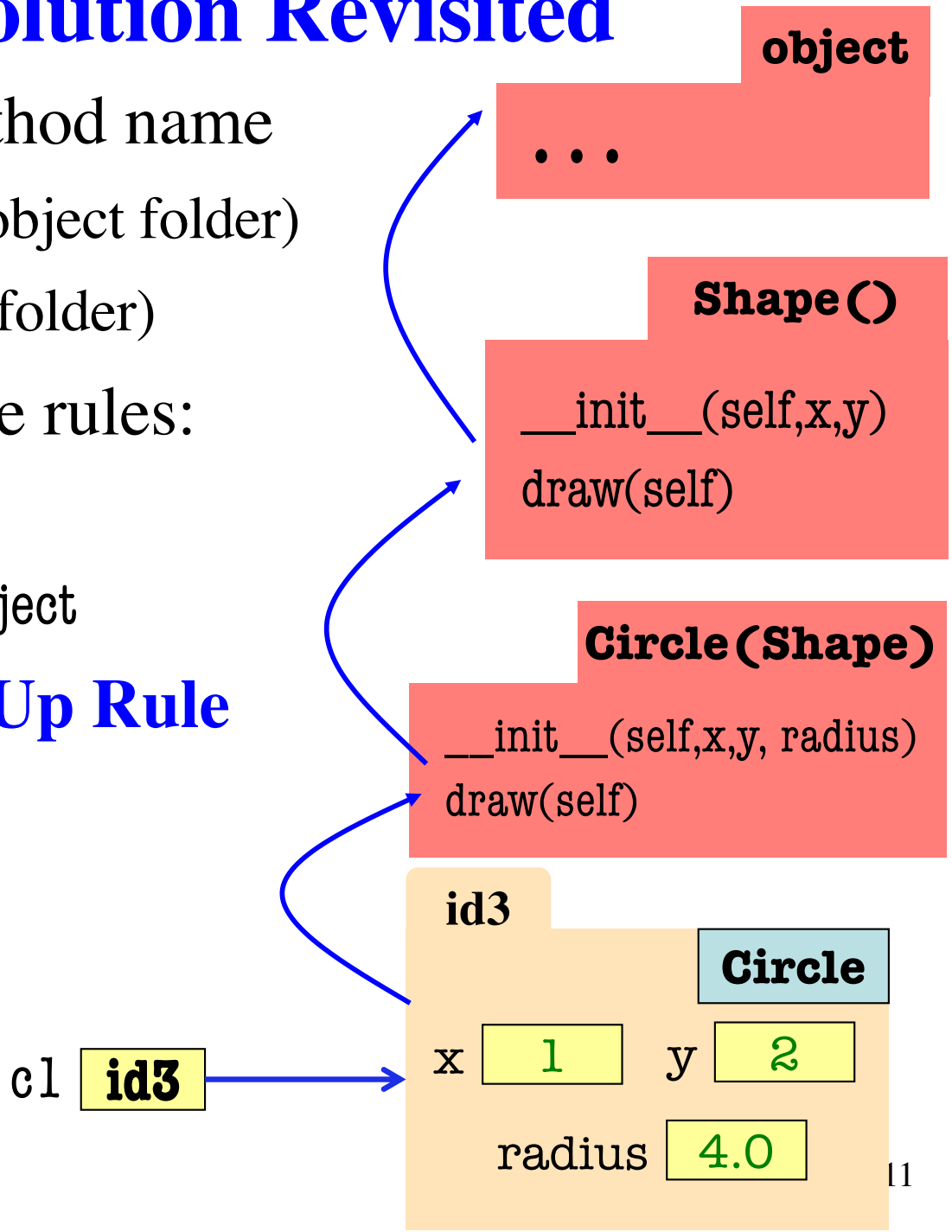


Name Resolution Revisited

- To look up attribute/method name
  1. Look first in instance (object folder)
  2. Then look in the class (folder)
- Subclasses add two more rules:
  3. Look in the superclass
  4. Repeat 3. until reach object

Often called the **Bottom–Up Rule**

```
c1 = Circle(1,2,4.0)
r = c1.radius
c1.draw()
```



Q1: Name Resolution and Inheritance

```
class A():

    def f(self):
        return self.g()

    def g(self):
        return 10


class B(A):

    def g(self):
        return 14

    def h(self):
        return 18
```

- Execute the following:

```
>>> a = A()
>>> b = B()
```

- What is value of a.f()?

A: 10
B: 14
C: 5
D: **ERROR**
E: I don't know

Q2: Name Resolution and Inheritance

```
class A():

    def f(self):
        return self.g()

    def g(self):
        return 10


class B(A):

    def g(self):
        return 14

    def h(self):
        return 18
```

- Execute the following:

```
>>> a = A()
>>> b = B()
```

- What is value of b.f()?

A: 10
B: 14
C: 5
D: **ERROR**
E: I don't know

Accessing the "Original" draw

```
class Shape():
    """Moves pen to correct location"""
    def draw(self):
        turtle.penup()
        turtle.setx(self.x)
        turtle.sety(self.y)
        turtle.pendown()

class Circle(Shape):
    """Draws Circle"""
    def draw(self):
        super().draw()
        turtle.circle(self.radius)
```

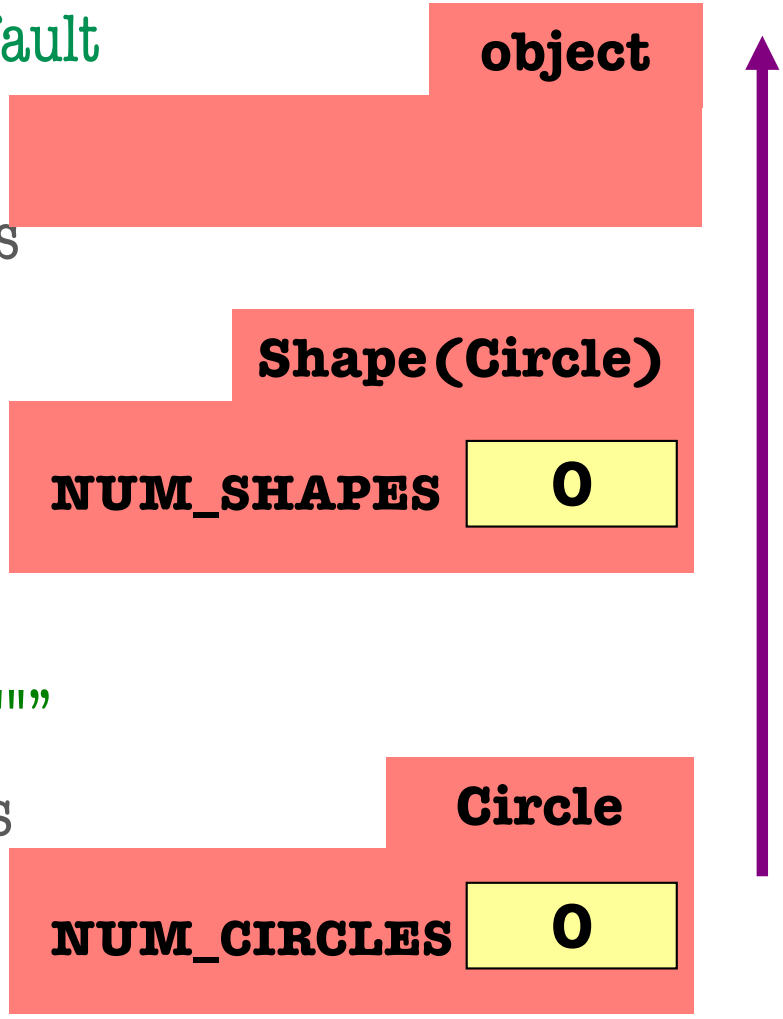
Note: we've imported the turtle module which allows us to move a pen on a 2D grid and draw shapes.

No matter the shape, we want to pick up the pen, move to the location of the shape, put the pen down. Only the shape subclasses know how to do the actual drawing, though.

Class Variables can also be Inherited

```
class Shape():  # inherits from object by default
    """Instance is shape @ x,y"""
    # Class Attribute tracks total num shapes
    NUM_SHAPE = 0
    . . .

class Circle(Shape):
    """Instance is a Circle @ x,y with radius"""”
    # Class Attribute tracks total num circles
    NUM_ CIRCLE = 0
    . . .
```



Q3: Name Resolution and Inheritance

```
class A():
    x = 3 # Class Variable
    y = 5 # Class Variable

    def f(self):
        return self.g()

    def g(self):
        return 10

class B(A):
    y = 4    # Class Variable
    z = 42   # Class Variable

    def g(self):
        return 14

    def h(self):
        return 18
```

- Execute the following:

  >>> a = A()

  >>> b = B()

- What is value of b.x?

A: 4
B: 3
C: 42
D: **ERROR**
E: I don't know

Q4: Name Resolution and Inheritance

```
class A():
    x = 3 # Class Variable
    y = 5 # Class Variable

    def f(self):
        return self.g()

    def g(self):
        return 10

class B(A):
    y = 4    # Class Variable
    z = 42   # Class Variable

    def g(self):
        return 14

    def h(self):
        return 18
```

- Execute the following:

  >>> a = A()

  >>> b = B()

- What is value of a.z?

A: 4
B: 3
C: 42
D: **ERROR**
E: I don't know

The isinstance Function

isinstance(<obj>,<class>)

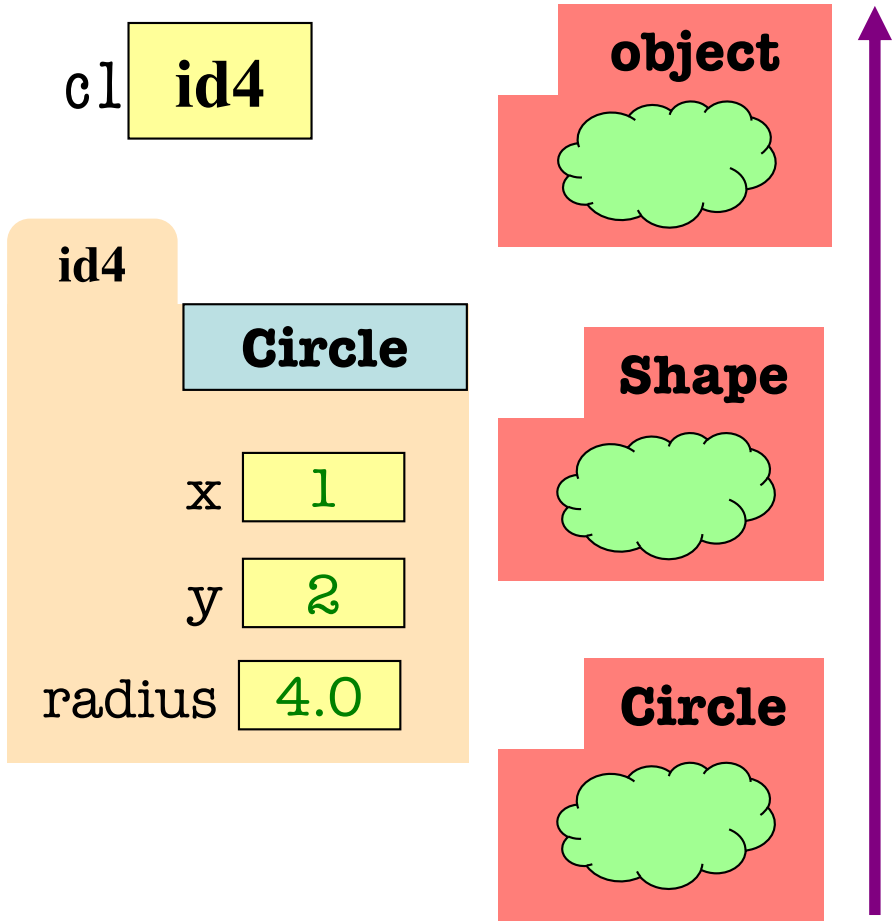
- True if <obj>'s class is same as or a subclass of <class>
- False otherwise

Example:

```
cl = Circle(1,2,4.0)
```

- isinstance(cl,Circle) is True
- isinstance(cl,Shape) is True
- isinstance(cl,object) is True
- isinstance(cl,str) is False

- Generally preferable to type
  - Works with base types too!

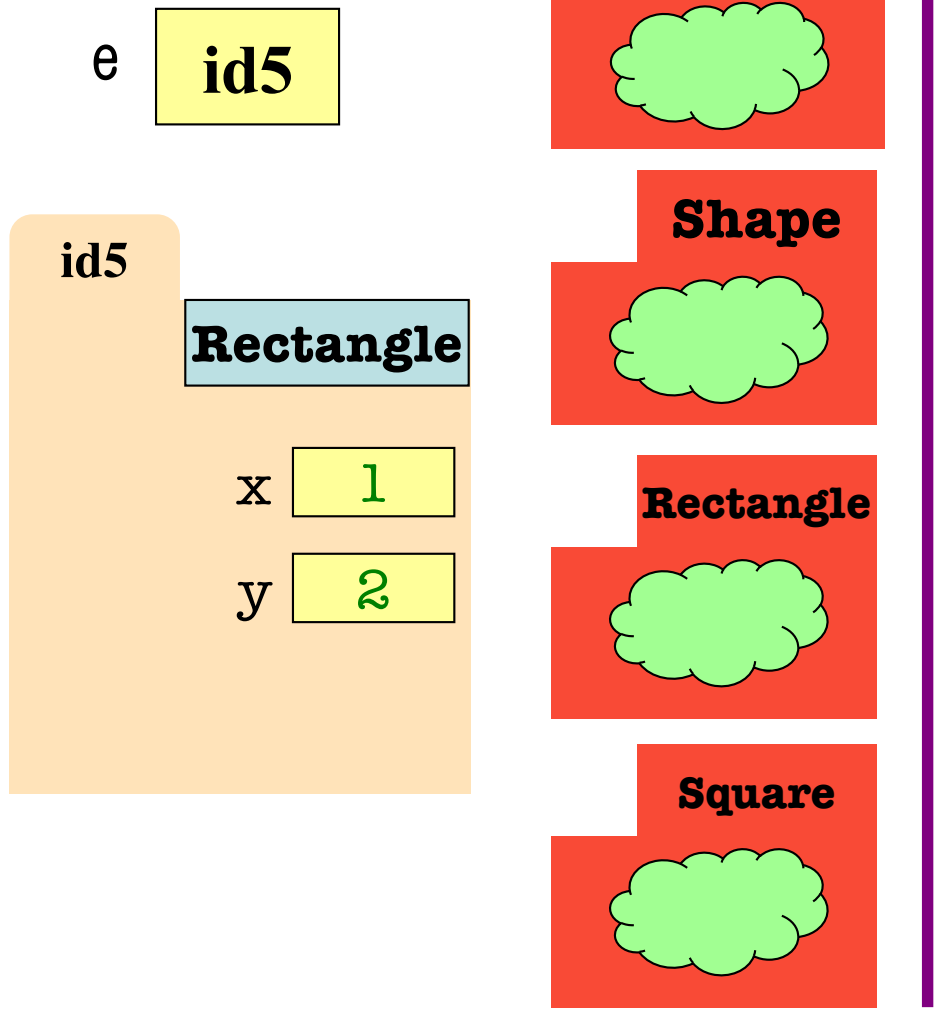


Q5: isinstance and Subclasses

```
>>> shape1 = Rectangle(0,0,10,10)
>>> isinstance(shape1, Square)
```

???

A: True
B: False
C: Error
D: I don't know

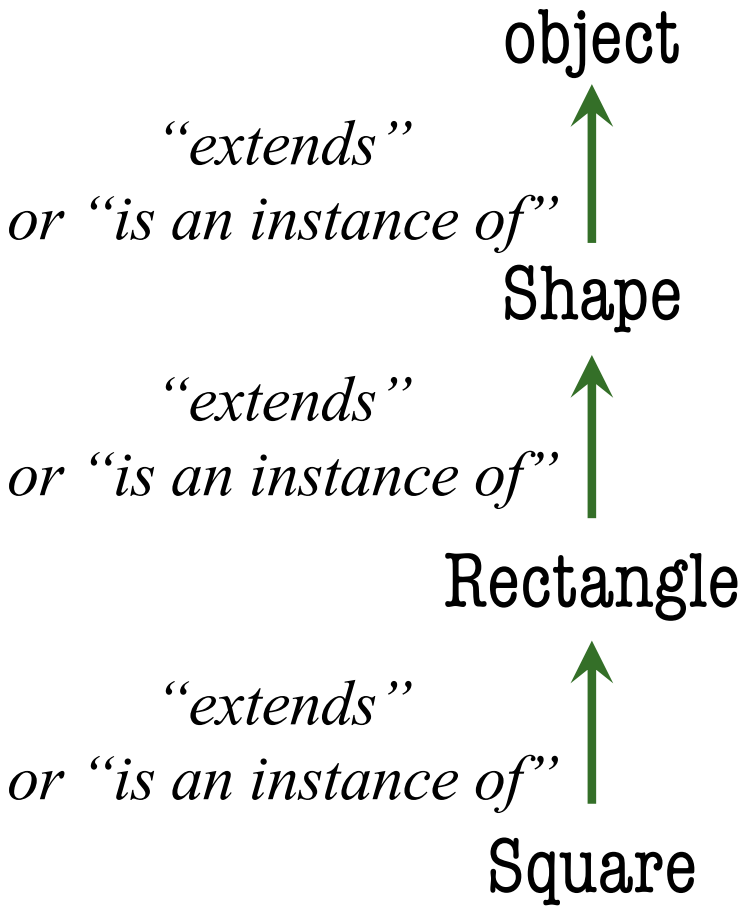


A5: isinstance and Subclasses

```
>>> shape1 = Rectangle(0,0,10,10)
>>> isinstance(shape1, Square)
```

???

A: True
B: False
C: Error
D: I don't know



Clicker Answers

Q1: A: 10

Q2: B: 14

Q3: B: 3

Q4: D: **ERROR**

Q5: B: False