

# MOTIVATION

- Physically, items often share common aspects
- Example:
  - cars, semis, motorcycles are all road vehicles
  - all have wheels (different #s)
  - some have windows, ...

# MOTIVATION

- Coding each separately would repeat any common aspects
- Logically different -> makes sense to code as different things
- How can we represent and capitalize on logical relationship?

# INHERITANCE - BASIC IDEA

- Represent connections between classes via inheritance
- parent/super/base class
- child/sub class
- allows for code/software reuse

# IS-A VS HAS-A

- "has-a" relationship represents variables in classes
- "is-a" relationship signals potential child
- Example:
  - mustang is a car
  - car is a road vehicle
  - car has windows, trunk
- Example:
  - horse is a mammal
  - dog is a mammal
- If X is derived from Y, should be able to say X is a Y

# ABSTRACT CLASSES

- Sometimes parent classes are for organization and structure
- May want to represent higher level thing that isn't actually an object we want to instantiate
- Example 1:
  - Parent class = Animal
  - Child classes = Dog, Cat, Lion
- Example 2:
  - Parent class = ChessPiece
  - Child class = Rook, Knight, Queen, King, Pawn, Bishop

# ABSTRACT CLASSES

- Solution: abstract class

```
from abc import ABC, abstractmethod

class Animal(ABC):
    def __init__(self):
        pass
```

# ABSTRACT CLASSES

- Might also see

```
from abc import ABCMeta, abstractmethod

class Animal(metaclass=ABCMeta):

    def __init__(self):
        pass
```

# ABSTRACT METHODS

- Method without implementation (body)
- Used in abstract classes
- Forces child classes to implement
- Declare with a decorator

```
from abc import ABC, abstractmethod

class Animal(ABC):
    def __init__(self):
        pass

    @abstractmethod
    def move(self, changeX, changeY):
        pass
```



# ABSTRACT CLASSES (CONT.)

- abstract classes with abstract methods cannot be instantiated
- If child does not implement all `abstract` methods  
-> child is also abstract (and you should denote it as such)
- Have no practical use until they have a descendent class
- Can have concrete methods as well
- Can still have constructors - typically called in child constructor