



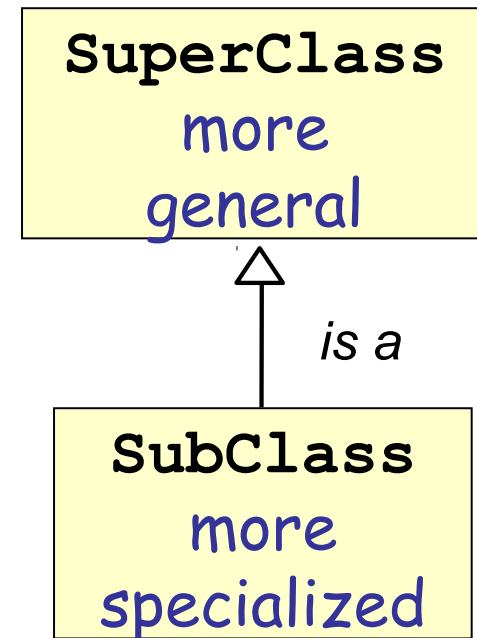
Introduction to Inheritance

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What is Inheritance?

One class incorporates all the attributes and behavior from another class -- it *inherits* these attributes and behavior.

- ❑ A subclass *inherits all* the attributes and behavior of the superclass.
- ❑ It can directly *access* the public & protected members of the superclass.
- ❑ Subclass can *redefine* some inherited behavior, or add new attributes and behavior.



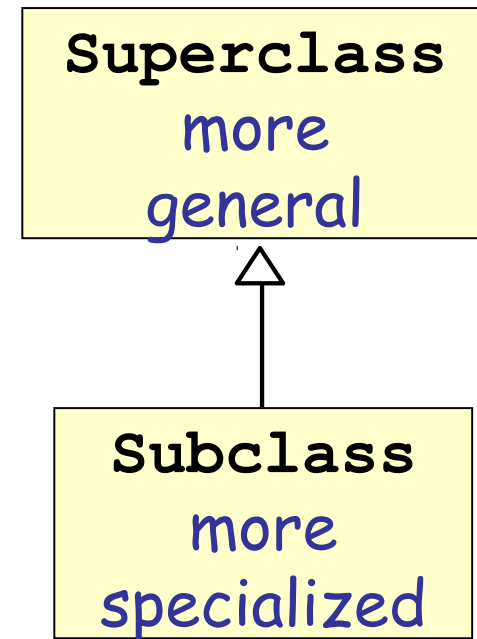
UML for inheritance

Terminology

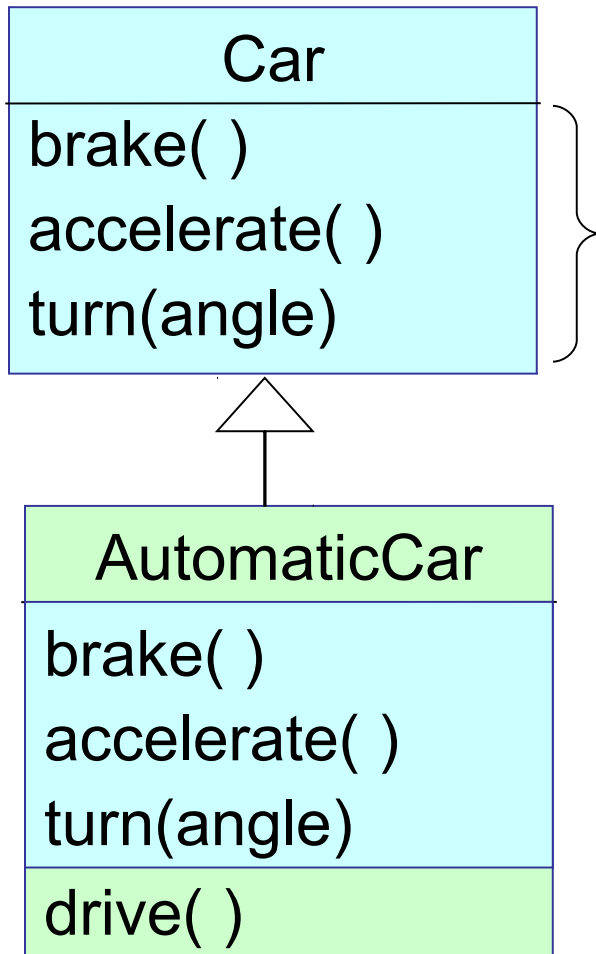
Different names are used for inheritance relationships.

They mean *the same thing*.

Superclass	Subclass
parent class base class	child class derived class



"Specializing" or "Extending" a Type



Consider a basic **Car**.

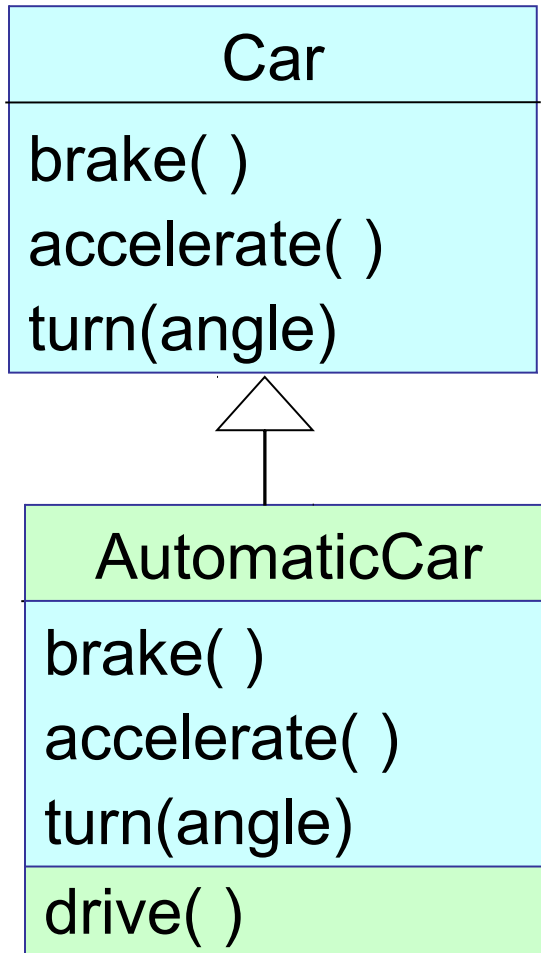
the **behavior** of a **Car**

An **AutomaticCar** is a **special kind** of **Car** with automatic transmission.

AutomaticCar can do **anything** a **Car** can do.

It also adds **extra behavior**.

Benefit of Extending a Type



Extension has some **benefits**:

Benefit to user

If you can drive a **basic Car**,
you can drive an **Automatic Car**.
It works (almost) the same.

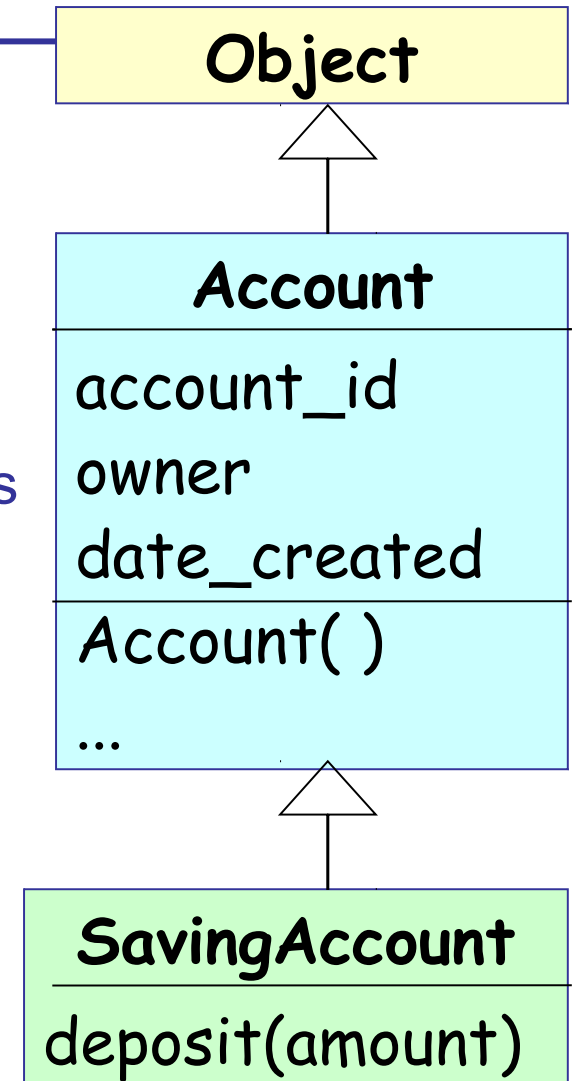
Benefit to producer (programmer)

You can **reuse** the **behavior** from **Car**
to create **AutomaticCar**.
Just add automatic "**drive**".

What do you *inherit*?

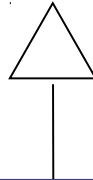
A subclass *inherits* from its *parent classes*:

- ✓ attributes
- ✓ methods - even private ones.
- ✓ cannot directly access "**private**" members of parent class, but they are inherited



Syntax for Inheritance

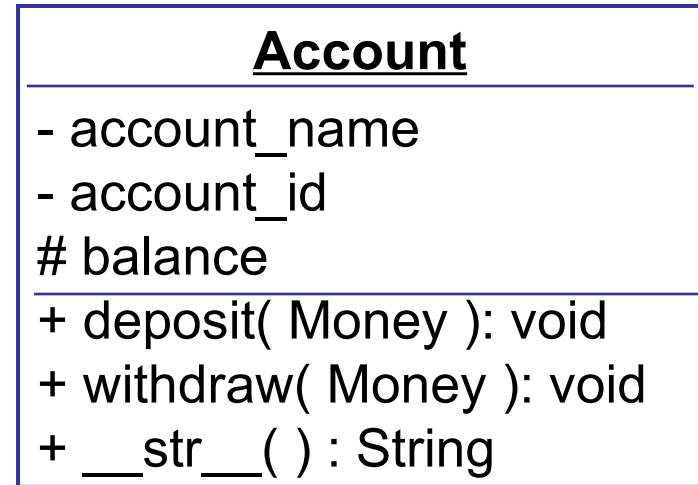
```
class SuperClass:  
    . . .
```



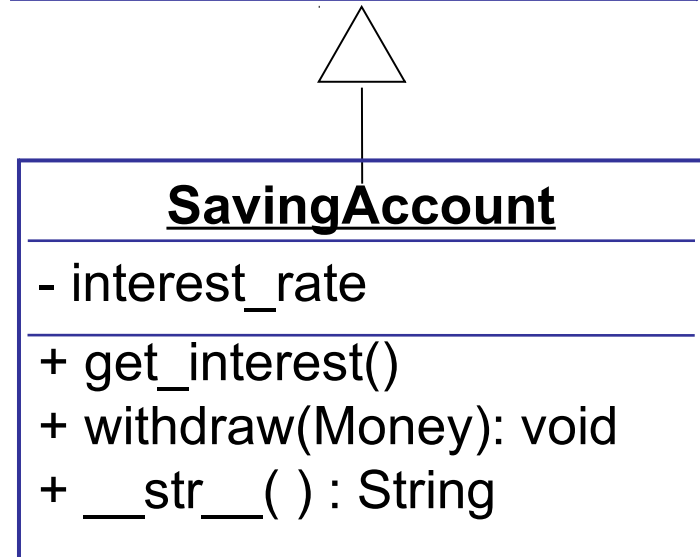
```
class SubClass (SuperClass) :  
    . . .
```

Interpretation of Inheritance (1)

Superclass defines basic behavior and attributes.



Subclass specializes some behavior, may add new behavior (get_interest).



Use of Inheritance

A subclass can...

- ❑ **add new** behavior and attributes (**extension**)
- ❑ **redefine** existing behavior (**specialize**)

Subclass can **override** methods to specialize its behavior.

SavingAccount **overrides** withdraw and `__str__`.

SavingAccount

Account

```
- account_name  
- account_id  
# balance  
+ deposit( Money ): void  
+ withdraw(Money): void  
+ __str__( ) : str
```

```
+get_interest(): double  
+withdraw( Money ): void  
+__str__( ): str
```

object: the Universal Superclass

- ❑ All Python classes are subclasses of `object`.
- ❑ You **don't** write `"class MyClass(object)"`.
- ❑ `object` defines basic methods for all classes:

`object`

```
+__eq__(obj): bool  
+__repr__(): str  
+__str__(): str  
+__sizeof__(): int  
...
```

Every class is guaranteed to have these methods.

Most of them do nothing or raise Exception.

Calling a Superclass Method

A subclass can call a method of its superclass.

Typically, a subclass constructor *should* call the parent constructor *first*.

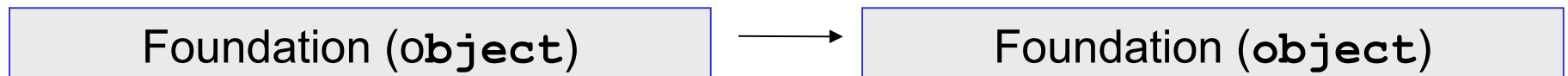
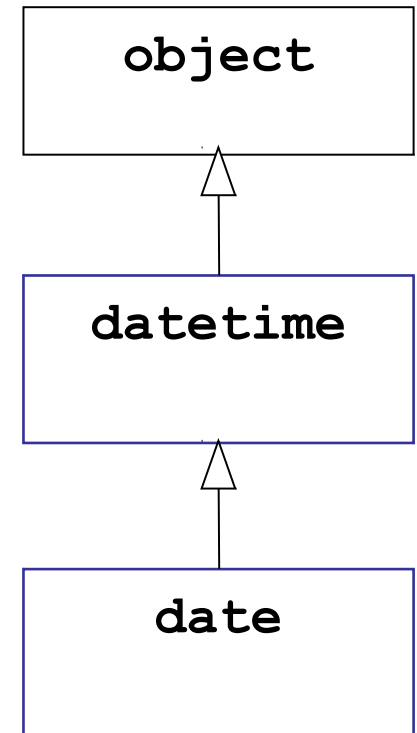
```
class SavingAccount(Account):  
  
    def __init__(self, acct_number, acct_name, int_rate):  
        # acct number and acct name are attributes  
        # of all Accounts.  
        super().__init__(acct_number, acct_name)  
        # interest is specific to SavingsAccount  
        self.interest_rate = int_rate
```

Constructors and Inheritance

To **build** a building...

- first you must build the **foundation**
- then build the **first floor**
- then build the **second floor**
- *etc.*

```
from datetime import *  
today = date(2022, 1, 18)
```



Try It!

Write a Person class and Student subclass.

- Person has a name.

str(person) returns:

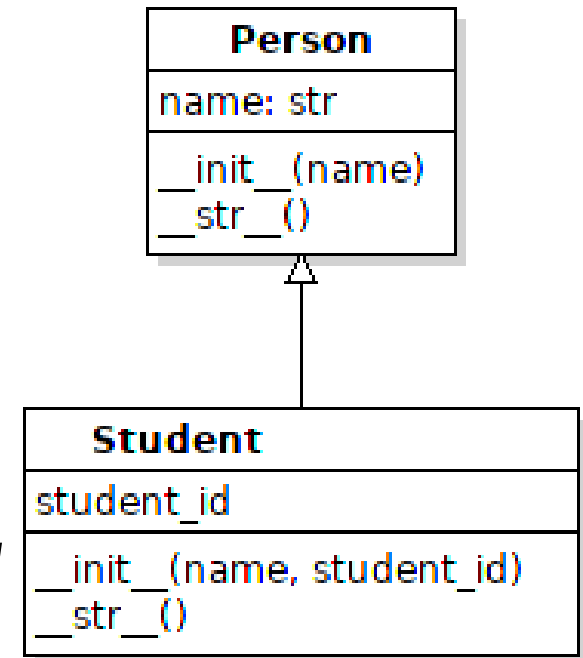
"Person *person-name*"

- Student has a name and student_id

str(student) returns:

"Student *name*, id *student-id*"

- main block creates a Student and prints it.



Attribute Visibility

In Student you should have:

```
class Student(Person):
    def __init__(self, name: str, id: int):
        super().__init__(name)
        self.student_id = id

    def __str__(self):
        return f"Student {self.name},
                                id {self.student_id}"
```

Protected Attributes

1. In **Person** rename the attribute to: **name**

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

class Student(Person):
    def __str__(self):
        return f"Student {self._name},
                                   id {self.student_id}"
```

Run the code.

Does it still work?

Private Attributes

1. In **Person** rename the attribute to: **__name**

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

class Student(Person):
    def __str__(self):
        return f"Student {self.__name},
                                id {self.student_id}"
```

Run the code.

Does it still work?

Private Attribute + Public Property

When an attribute is **private** (**__name**), subclasses cannot directly access the value. This is **good**!

Write a property for read-only access.

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

    @property
    def name(self):
        return self.__name
```

In **Student** invoke the property using:

```
self.name          # not super().name
```

When to write `super()`?

You only need to write `super()` if a class has a method with **same name** as a **superclass method**, and you explicitly want to call the superclass method.

```
class Person:
    def __str__(self):      # in Person & Student
        return f"{self.__name}"

    def birthday(self):    # only in Person
        return self._birthday

class Student(Person):
    def __str__(self):
        return super().__str__() \
            + " born on " + self.birthday()
```

When to write `super()`?

In the `Student` constructor, we want to call the superclass constructor. Since both `Student` and `Person` have a constructor (`__init__`), we must write `super().__init__(...)`

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

What is the class hierarchy for `ValueError`?

Hint: `>>> help(ValueError)`
`>>> help(superclass_of_ValueError)`

`ValueError` is a subclass of `Exception`
`Exception` is a subclass of `BaseException`
`BaseException` is a subclass of `object`

```
class Student(Person, list) # try to avoid this
s = Student("Joe", 1234567890)
s.foo( )
```

When to use Inheritance?

- ❑ You have a "hierarchy" of related types, where some behavior is the same and some is different (specialization).
- ❑ Use inheritance to "factor out" common behavior (put it in the superclass).

Misuse of Inheritance

1. Subclass is not truly a subtype of the superclass.

Stack is not a subclass of list.

Both Stack and list are ordered collections of objects, but a list has behavior a Stack should not have. You can add/remove items anywhere in a list, but only at the top of Stack.

2. Subclass is really an instance:

JoeBiden is a President,

but JoeBiden is not a subclass of President.

He is an *instance* of President.

Misuse of Inheritance

3. Subclass does not **override** any behavior or **add** any new behavior.

Classes are about *behavior*. If both the Parent and Child class do the same thing, there is no reason for the Child.

4. The "subclass" can change.

Model this as a role (attribute) not a subclass.

A `ParttimeStudent` is a kind of `Student`.

`ParttimeStudent` specializes some student behavior.

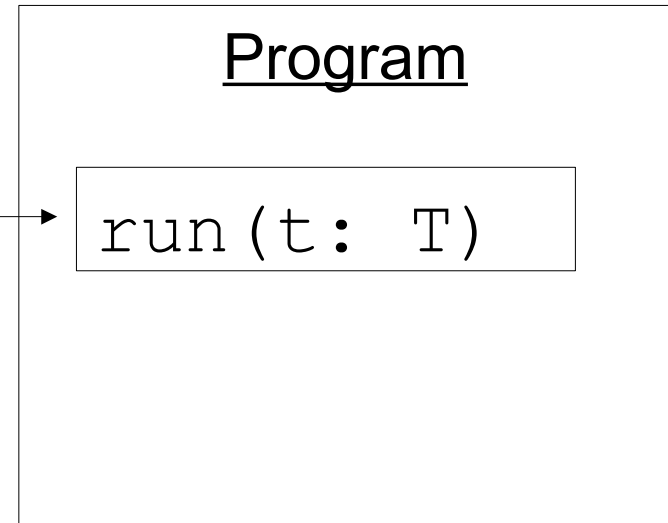
But, a `ParttimeStudent` can change his status to a regular (full time) `Student`.

Liskov Substitution Principle

*"If S is a subtype of T , then in any **program** that uses an object of type T we can replace the T -object with an object of type S , without **altering any expected properties** of the **program** (e.g. the **program** still works correctly)."*

`t = S()`

`program.run(t)`



Applying Liskov Substitution Principle

```
greet(person: Person)
```

```
"""Greet a Person. If today is his birthday then say Happy Birthday,  
otherwise just say a usual greeting."""
```

Student also has a name and a birthday, and accessor methods for both, just like Person.

We should be able to write:

```
greet(student)
```

the program will still work.

So LSP is satisfied in this case.

References

Inheritance in the Official Python Tutorial (section 9.5)

This is easy to understand and a definitive guide.

<https://docs.python.org/3.8/tutorial/classes.html#inheritance>

Inheritance and Composition on realpython.com

Explains both inheritance and composition, and when to use each one.

<https://realpython.com/inheritance-composition-python/>

Inheritance chapter in *Think Python* online book

An OK (not great) intro to inheritance. The deck of cards example is not very good, in my opinion.