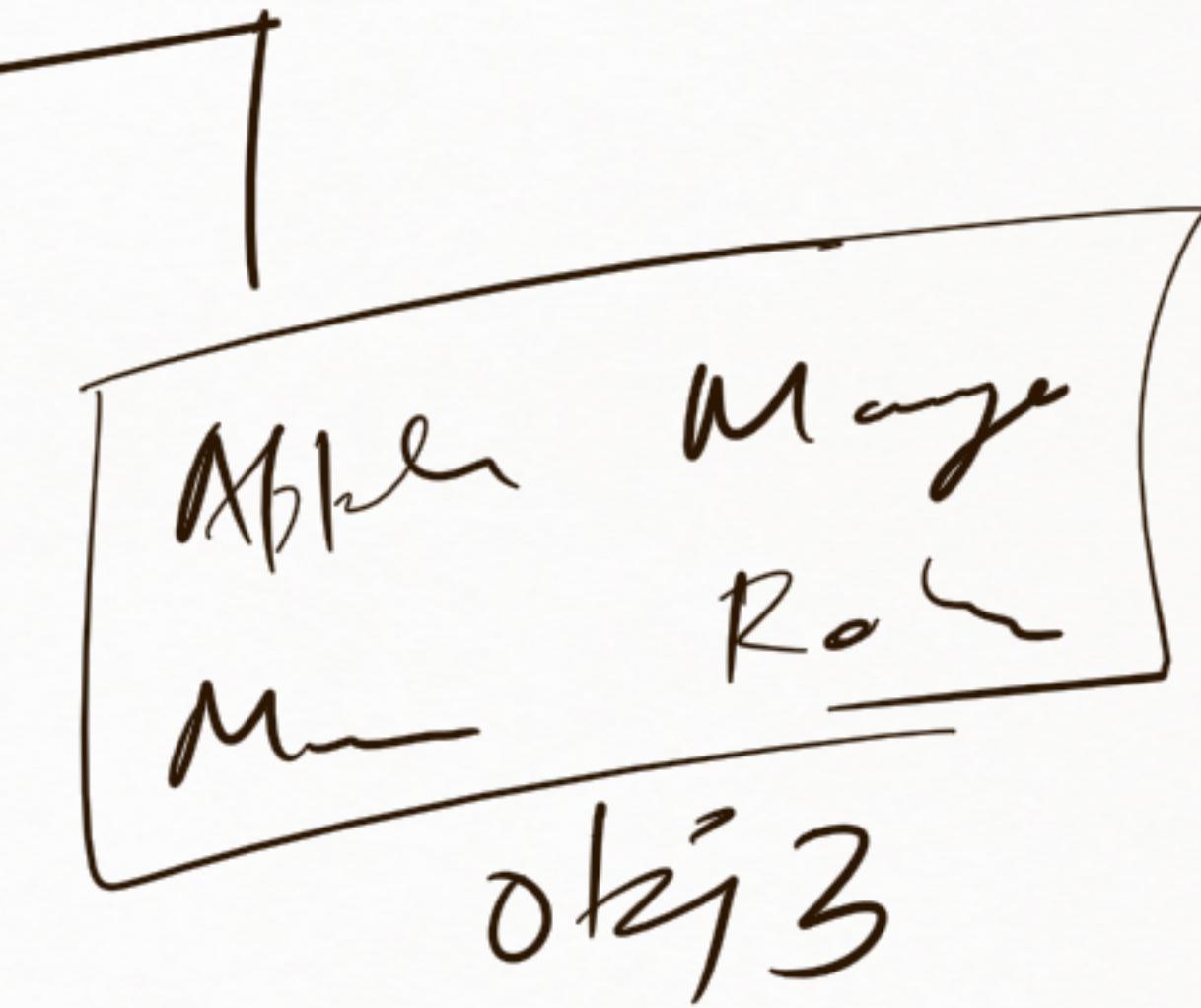
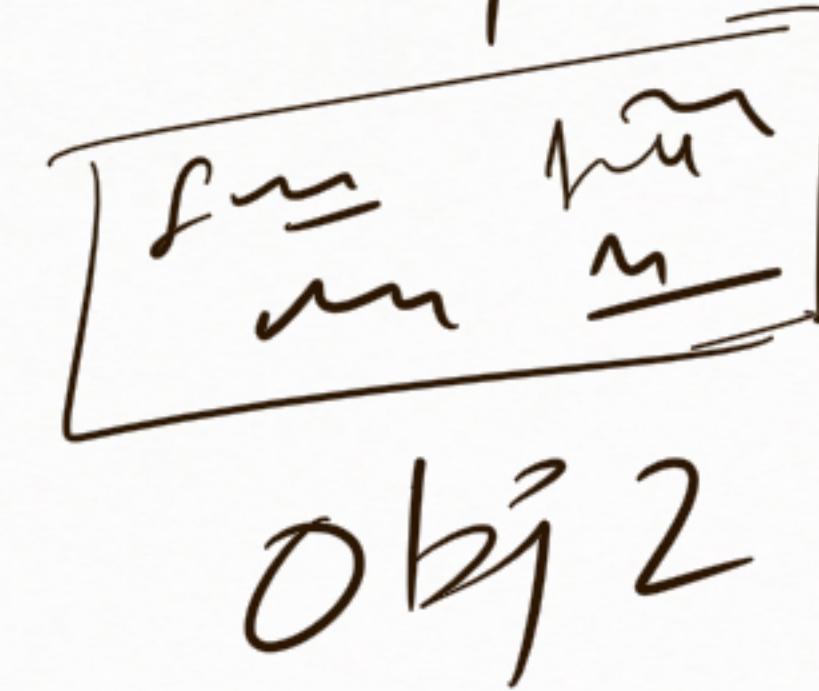
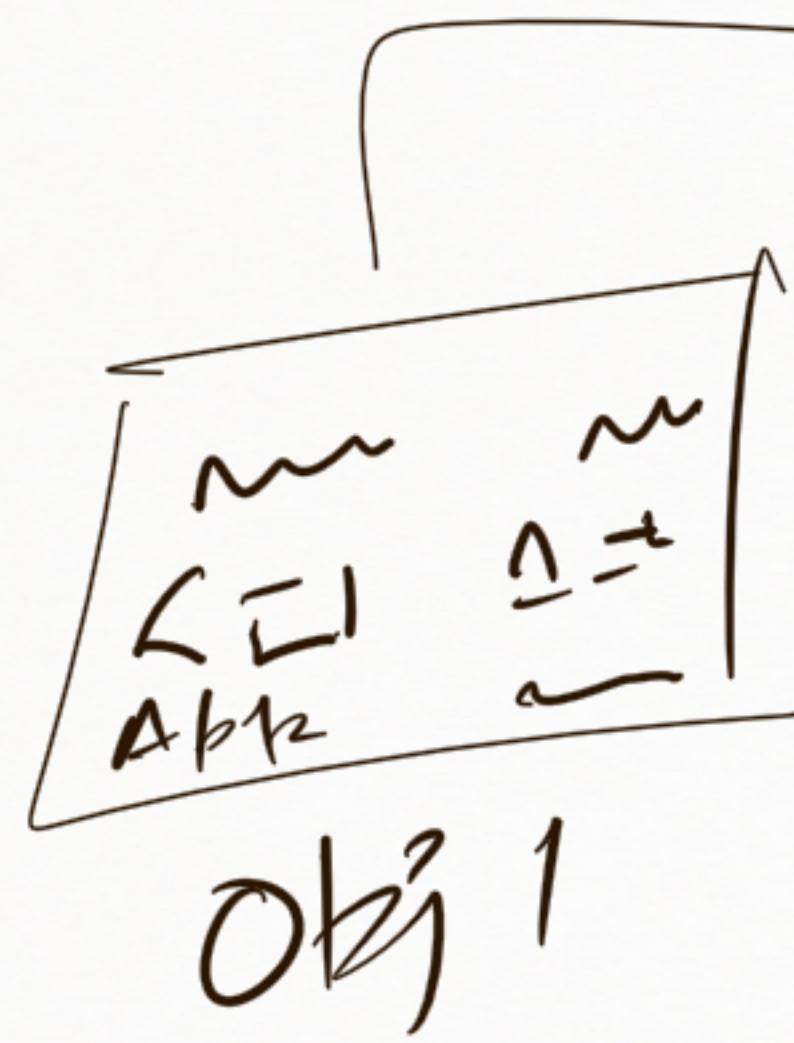
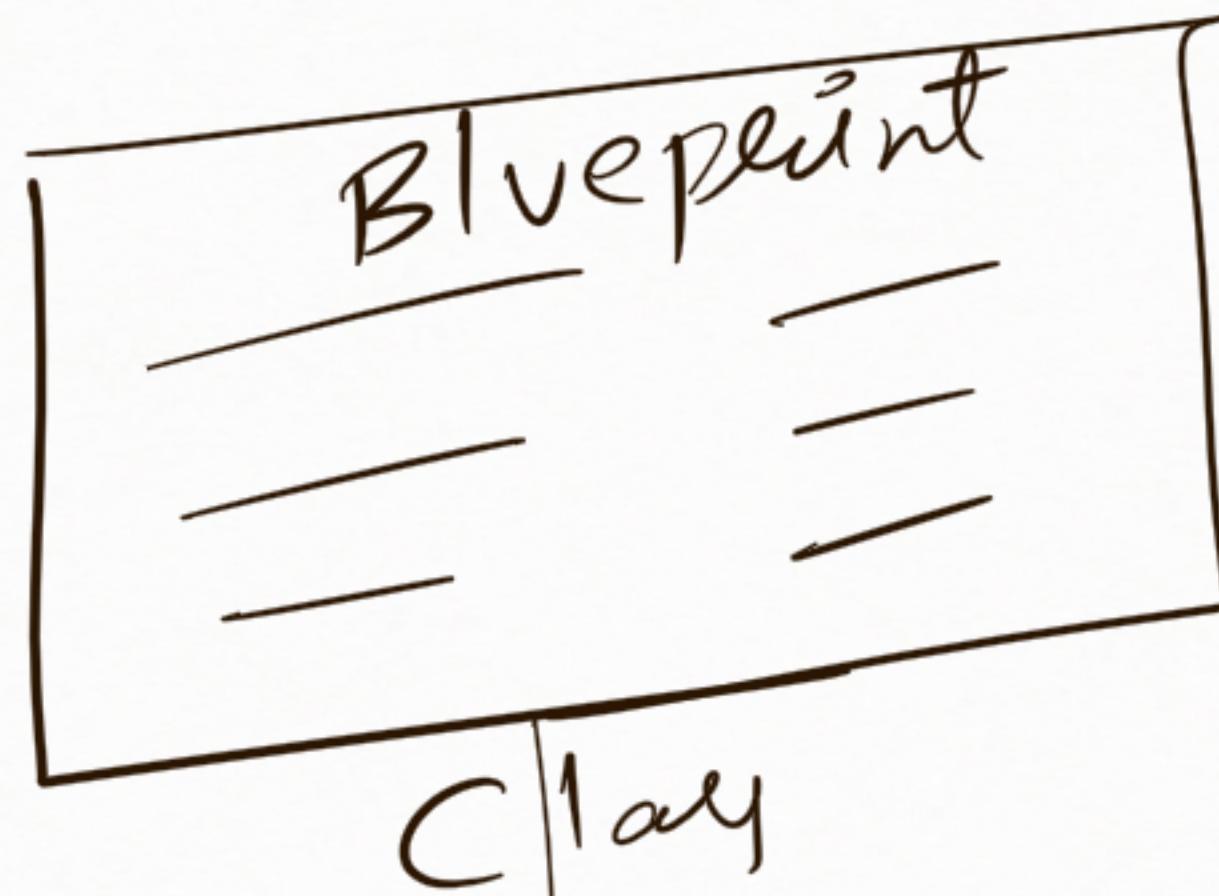


OOP



Class

↳ Methods

Part of Obj meth

✓
Magic
methods

Classmethod @classmethod (cls, --)

Objectmethod (self, --)

Staticmethod @staticmethod X

→ does not manipulate obj or class var

→ used for class functionalities

{ == len == (self)
____ star - = (self)

class Vehicle

 __init__(self, A, B)

↑
object method

* It runs when we create
an object of this class.
Initialiser ✓
constructor ✓

obj-ref = Vehicle(multi,
single)

class Vehicle

→ variables

→ obj vars

class Vehicle
def __init__(self, name):

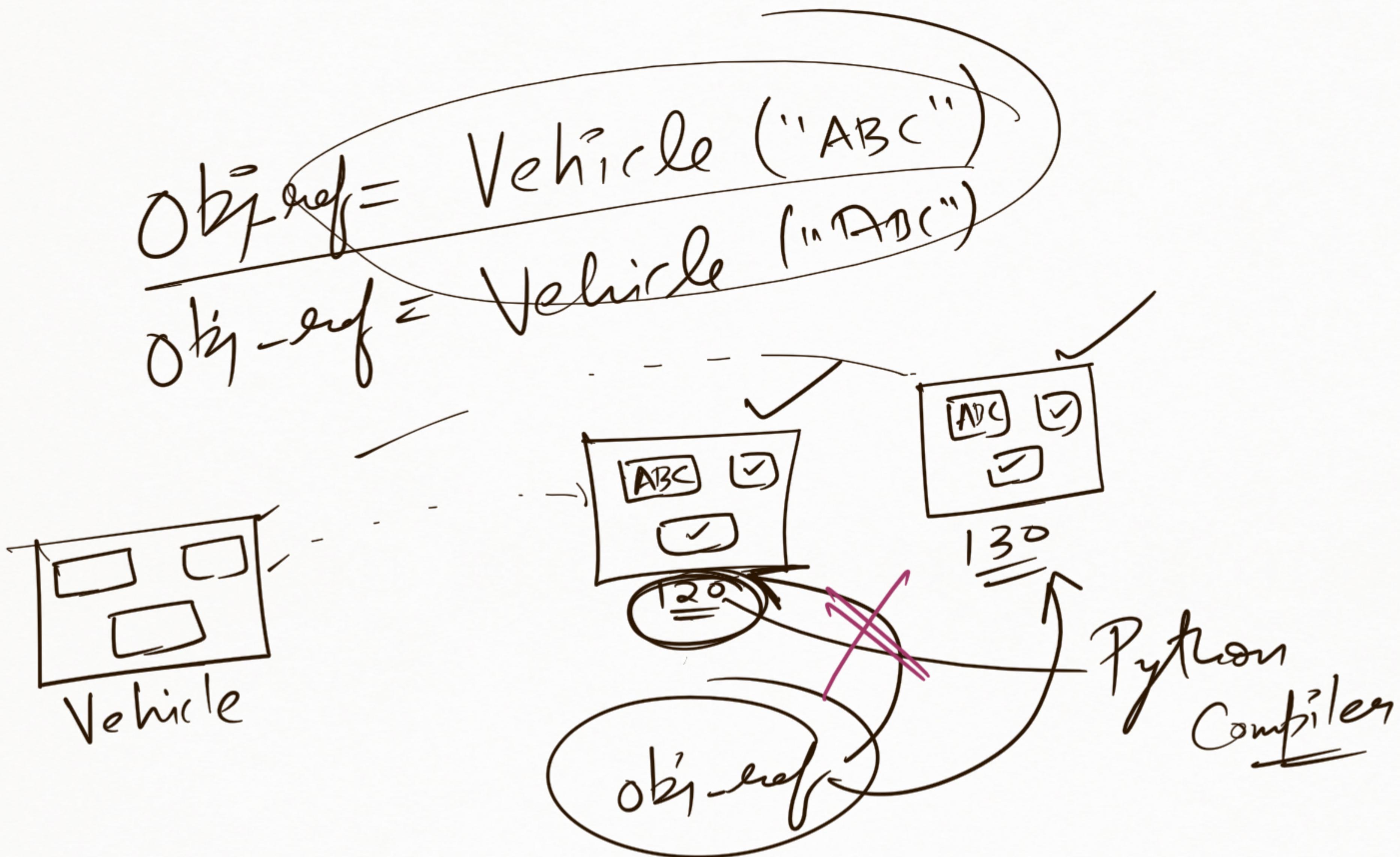
$$\textcircled{y} = 3^4$$
$$\textcircled{y}_2 = y + \text{name}$$

③ Define in methods.

① self is used to
refer obj vars.
② separate copy for
each obj.

① __cls__
Vehicle

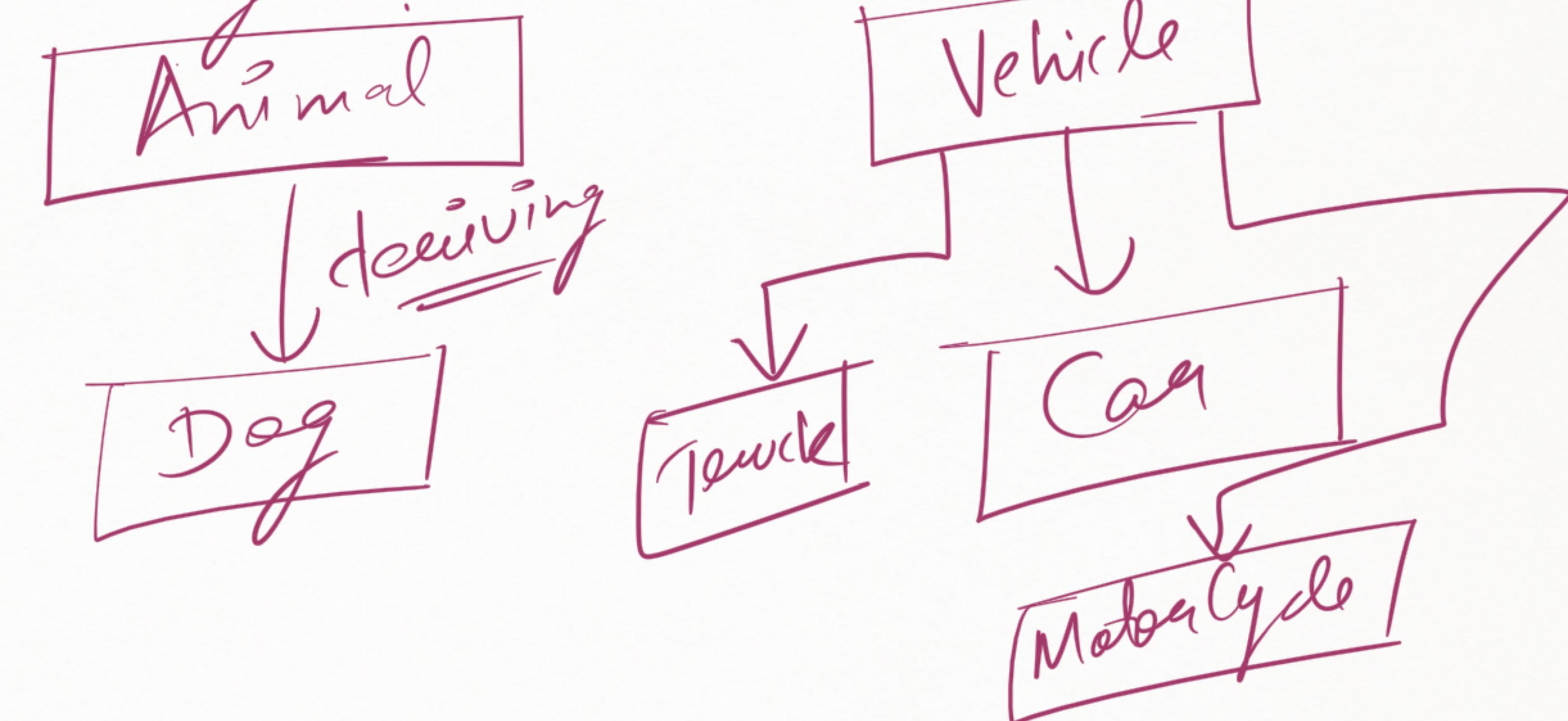
② same for each obj
③ Beginning before any
method.



Inheritance

- * Reusability
- * Reduce redundancy

Deriving Properties and methods
from existing Class.



Types of Inheritance

① Single Inheritance



MRO

Method Order

Child, Parent, built-in

xyz
help(obj)

Method Overriding?

either use it

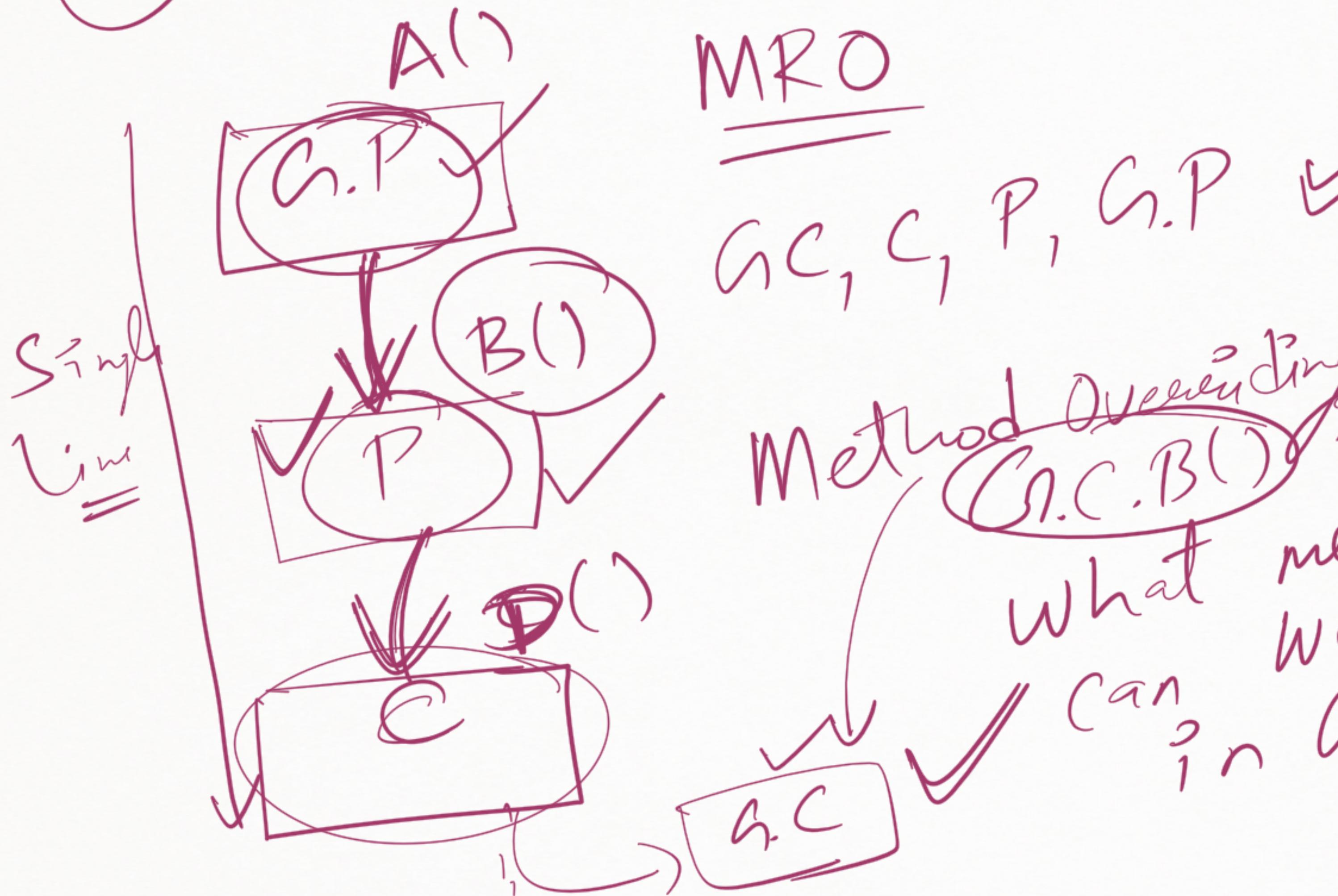
OR

modify it

obj = Child()
obj.xyz => Child one

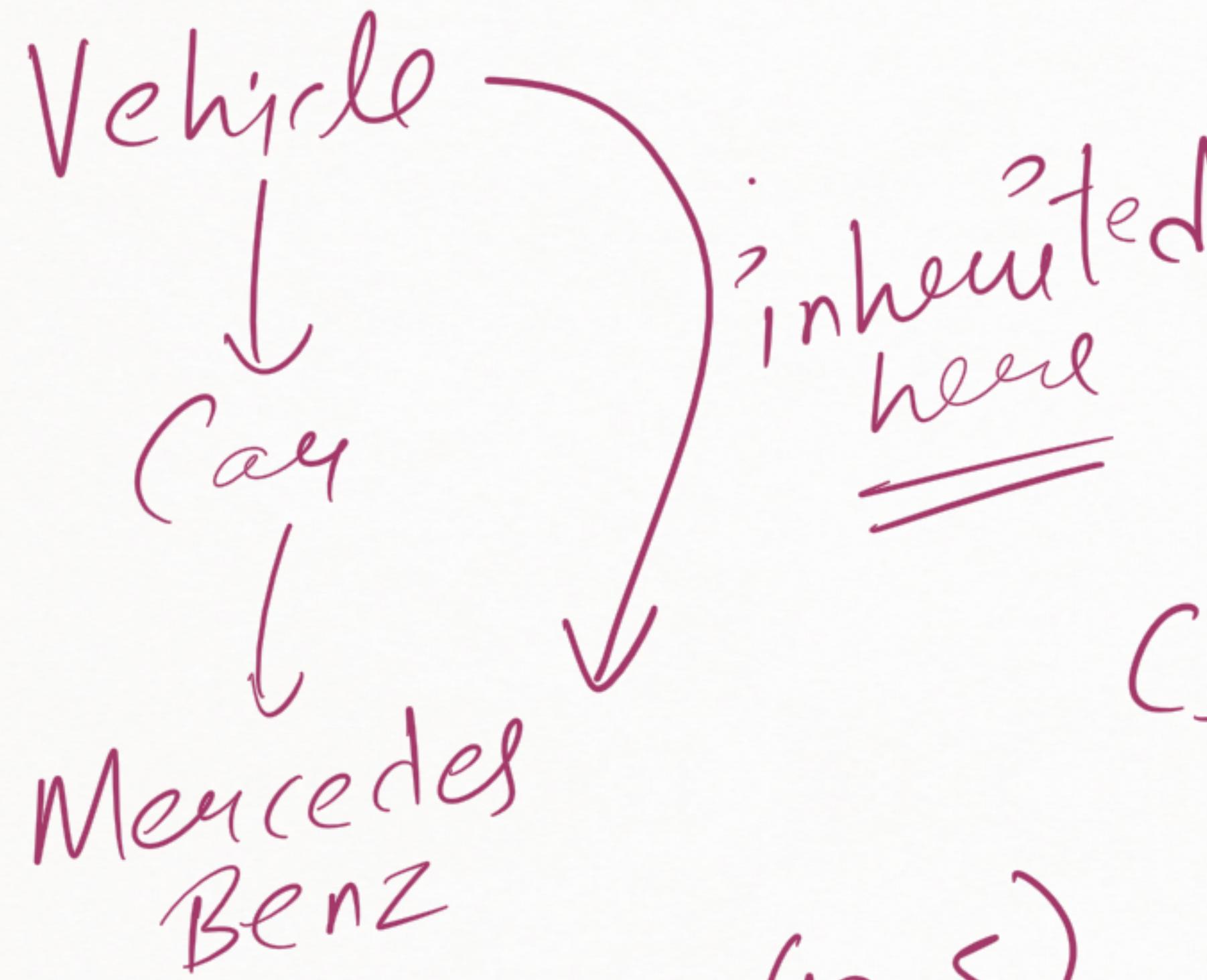
child
one

② Multilevel Inheritance



MRO
G.C, C, P, G.P ✓

Method Overriding
(G.C.B())
What methods
can we override
in G.C



$$C_1 = \text{Complex}(10, 5)$$

$$C_2 = \text{Complex}(20, 3)$$

real

$$C_1 = 10 + 5j$$

$$C_2 = 20 + 3j$$

imaginary

$$C_3 = C_1 + C_2$$

$$= 30 + 8j$$

$$C_4 = C_1 - C_2$$

$$= -10 + 2j$$

Magic Methods

```
[ ]: ## MAGIC METHODS  
[ ]: MAKE A CLASS ON COMPLEX NUMBERS AND USE VARIOUS MAGIC METHODS.
```

```
[8]: class Complex:  
    def __init__(self, real, imag):  
        self.real = real  
        self.imag = imag  
  
    def __add__(self, other):  
        return Complex(self.real + other.real, self.imag + other.imag)
```

```
[9]: c1 = Complex(10, 5)  
c2 = Complex(5, 3)
```

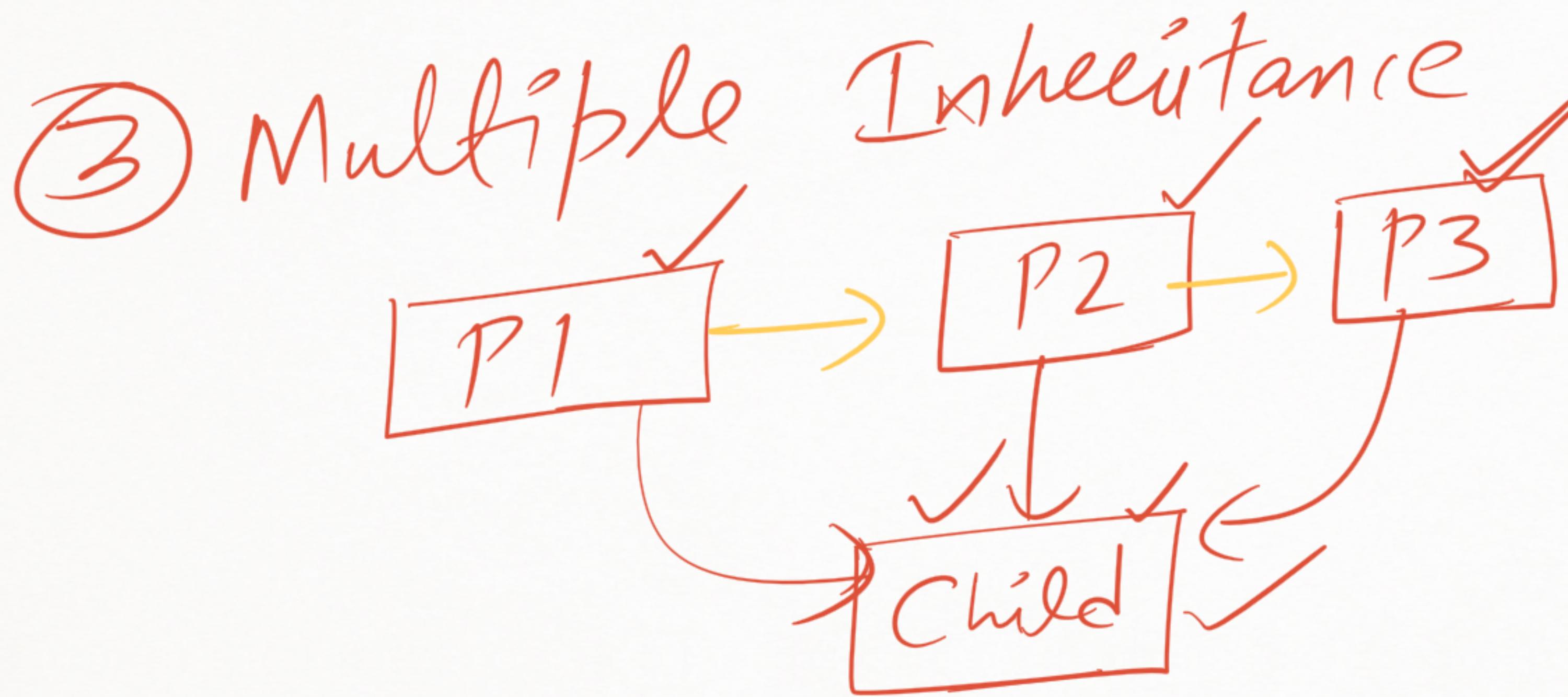
```
[10]: c3 = c1+c2  
print(c3.real, c3.imag)
```

$c_1 \rightarrow \text{self}$
 $c_2 \rightarrow \text{other}$

c_3

called whenever I use
the "+" operator between
2 complex objects

Note
Only __add__
works ✓
It is predefined
in Python.



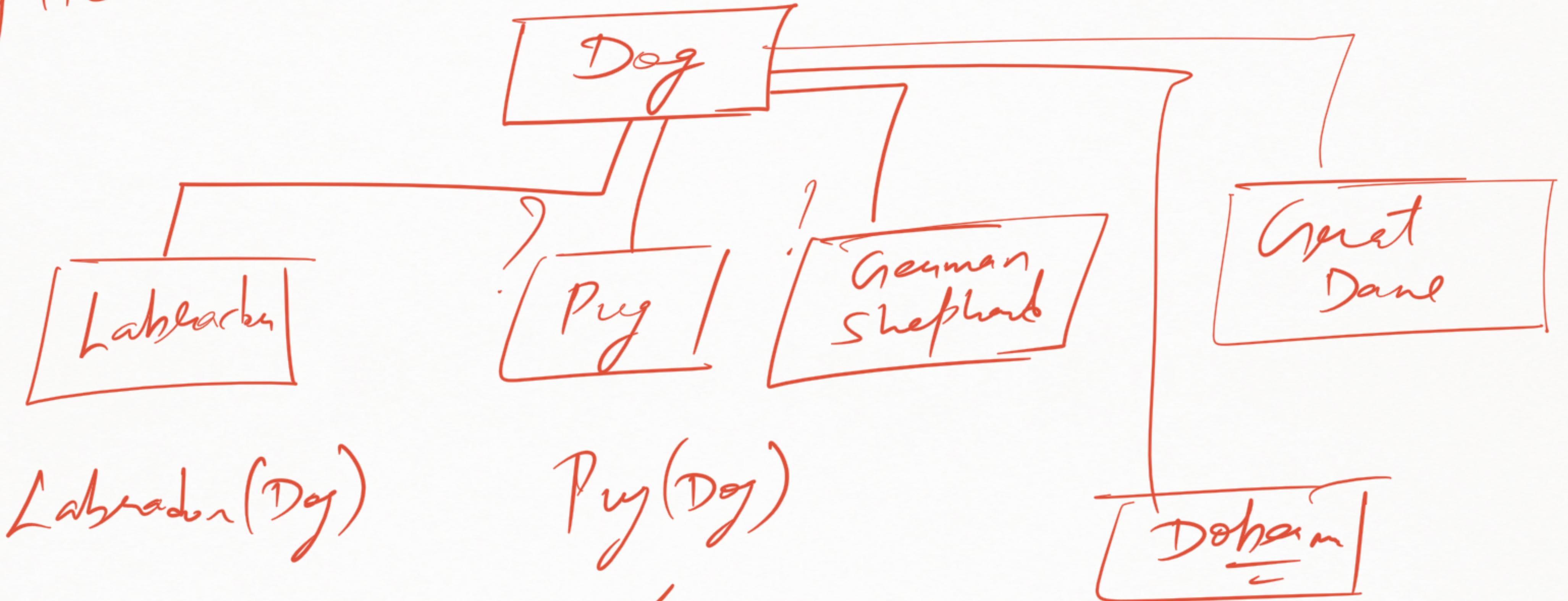
class Child(P1, P2, P3)

MRO => Child, P1, P2, P3, built-in

O

Method Overriding

④ Hierarchical Inheritance



Labrador(Dg)

Pug(Dg)

Several MRO's ✓

③ Hybrid Inheritance

