Methods And Inheritance

Yipping Dogs

Our lap-dog hierarchy:

```
class Pet:
    sound = ""
    def __init__(self, name):
        self.name = name
    def describe(self):
        kind_of_pet = self.__class__.__name__.lower()
        return "The {} says: {}!".format(kind_of_pet, self.sound)

class Dog(Pet):
    sound = "Woof"

class LapDog(Dog):
    sound = "Yip"

class LoudLapDog(LapDog):
    sound = "YIP"
```

Two problems:

- LapDog.sound and LoudLapDog.sound are repetitive.
- Suppose we decide a loud lap dog should say "YIP!YIP!YIP!". How?

Step One: LoudLapDog.speak()

```
class Pet:
    sound = ""
   def init (self, name):
        self.name = name
    def speak(self):
        return self.sound + "!"
    def describe(self):
        kind of pet = self. class . name .lower()
        return "The {} says: {}".format(kind_of_pet, self.speak())
class Dog(Pet):
    sound = "Woof"
class LapDog(Dog):
    sound = "Yip"
class LoudLapDog(LapDog):
    sound = "YIP"
```

```
>>> nacho = LoudLapDog("Nacho")
>>> nacho.describe()
'The loudlapdog says: YIP!'
```

Not there yet...

Redefining speak()

Subclasses can define their own versions of a method.

This will mask the version inherited from the superclass.

```
class LoudLapDog(LapDog):
    # No need to define self.sound
    def speak(self):
        return "YIP!YIP!YIP!"
```

```
>>> nacho = LoudLapDog("Nacho")
>>> nacho.describe()
'The loudlapdog says: YIP!YIP!YIP!'
```

This is the behavior we want. BUT:

- Our code repeats itself
- It won't update if we change LapDog.sound

super()

The built-in function super() is used in methods of a subclass.

It lets you call methods on self, from the perspective of the superclass.

```
class LoudLapDog(LapDog):
    def speak(self):
        # super().speak() refers to LapDog.speak()
        return super().speak().upper() * 3
```

```
>>> nacho = LoudLapDog("Nacho")
>>> nacho.describe()
'The loudlapdog says: YIP!YIP!YIP!'
```

Best of all worlds!

Design your class hierarchies so subclasses can inject their own custom behavior.

Full Hierarchy

```
class Pet:
    sound = ""
   def __init__(self, name):
        self.name = name
    def speak(self):
        return self.sound + "!"
    def describe(self):
        kind_of_pet = self._class_._name_.lower()
        return "The {} says: {}".format(
            kind of pet, self.speak())
class Dog(Pet):
    sound = "Woof"
class LapDog(Dog):
    sound = "Yip"
class LoudLapDog(LapDog):
    def speak(self):
       return super().speak().upper() * 3
```

Stock HTML View

Here's the original HTML view:

```
class StockHTMLView(StockView):
    def __init__(self, template):
        self.template = template

def render(self, model):
        params = self.params(model)
        return self.template.format_map(params)
```

Imagine you want to insert one of two different JPG images in the page, depending on whether the stock is bullish or not. What's the best way to do this?

Improved Stock HTML View

Add an icon key to the parameters, by extending the params() method from the superclass.

```
class StockHTMLView(StockView):
    def init (self, template):
        self.template = template
    def params(self, model):
        params = super().params(model)
        if model.is bullish():
            icon = 'buy.jpg'
        else:
            icon = 'hold.jpg'
        params['icon'] = icon
        return params
    def render(self, model):
        params = self.params(model)
        return self.template.format map(params)
```

Rendering HTML