LAB 08

OOP, Inheritance

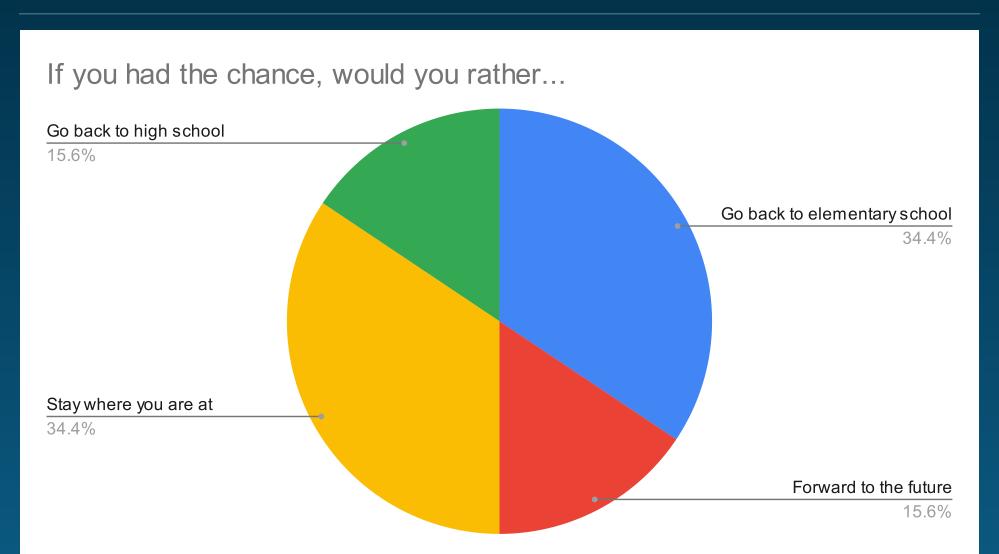
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LOGISTICS **%**

- Lab 08 due tomorrow 03/15
 - PLEASE SUBMIT TWO FILES: lab08.py and classes.py
 - More instructions here
- ANTS is released!
 - Checkpoint 1 due Fri 03/17
 - Checkpoint 2 due next Tue 03/21
 - The whole project due next Fri 03/24
 - Submit by next Thu 03/23 for one extra point!
- Homework 06 due this Thu 03/16
- All OH online today in anticipation of the rain
- CLASS METHOD NO LONGER IN SCOPE !!

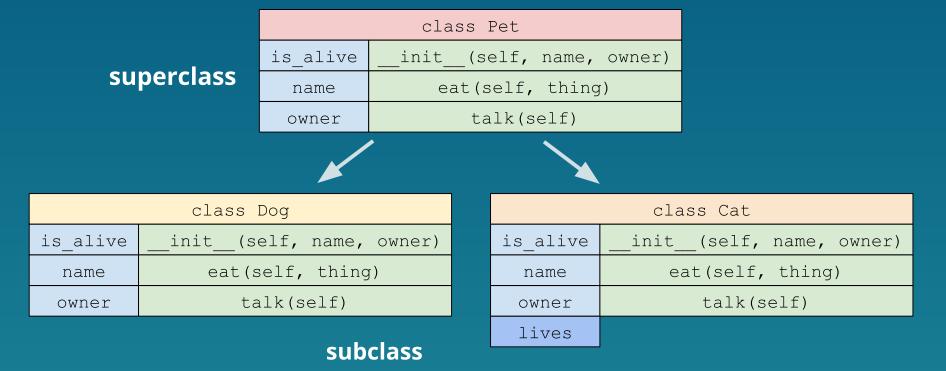
FROM LAST TIME... ••





```
class Dog:
    def__init__(self, name, owner):
         self.is alive = True
         self.name = name
         self.owner = owner
    def eat (self, thing):
         print(self.name + "atea" + str(thing) + "!")
    def talk (self):
         print(self.name + "says woof!")
class Cat:
    def __init__(self, name, owner, lives=9):
         self.is alive = True
         self.name = name
         self.owner = owner
         self.lives = lives
    def eat (self, thing):
         print(self.name + "atea" + str(thing) + "!")
    def talk (self):
         print(self.name + "says meow!")
```

- Dog and Cat have a lot in common repeated code :(
- Solution a base class, Pet, from which both classes inherit
 - DRY Don't repeat yourself



* super class and base class are used interchangeably

```
class Pet: # base class
    def __init__(self, name, owner):
         self.is alive = True # It's alive!!!
         self.name = name
         self.owner = owner
    def eat (self, thing):
         print(self.name + "atea" + str(thing) + "!")
    def talk (self):
         print(self.name)
class Dog (Pet): # A dog is a pet!
    def talk (self): # overridden bc it's different from the base class
         print(self.name + 'says woof!')
```

- class SubClass(BaseClass):
- "is-a" relationship a subclass is a type of base class
- By default, a subclass has the same behavior as its base class
- To make a subclass different from its base class:
 - Add attributes
 - declare additional methods/variables within the subclass
 - Override attributes
 - Class variables reassign
 - Methods <u>redefine the method with the same function</u>
 <u>signature (name and arguments)</u>. Use <u>super()</u> to call the same method from the base class when necessary

CALLING METHODS FROM THE BASE CLASS

When defining a method, we may want to reuse the method from the base class first, then add more to it

- super().method(args)
 - Can only be used inside of a class method
 - no need to pass it in self
- BaseClass.method(instance, args)
 - Can be used anywhere
 - Need to explicitly pass in the instance

```
class Dog(Pet):
    def __init__(self, name, owner, has_floppy_ears):
        super().__init__(name, owner)
        # alternatively, Pet.__init__(self, name, owner)
        self.has_floppy_ears = has_floppy_ears
```

NOW IT'S LAB TIME W

- Get started on the lab and raise your hand whenever you need help!
- Get to know your neighbors and collaborate if you'd like!
- Slides: go.cs61a.org/mingxiao-index
- Leave any anonymous feedback here: go.cs61a.org/mingxiao-anon

AND REMEMBER TO GET CHECKED OFF!

go.cs61a.org/mingxiao-att

The secret phrase is ...
(NOT 3 dots! I'll announce it

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