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### PostgreSQL Database

Installation and Startup Script



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# Classes in Python



## How to write a class in Python - Example

Below is a simple class written in Python

```
1
       class base():
             """This is a sample class in Python"""
 2
             def foo(self):
 3
                   """This is a dummy method of class base"""
 5
                  pass
 6
      if __name__ == "__main__":
    print "name of class:", base.__name__
    print "class namespace:", base.__dict_
 7
 8
             print "class inherited from:", base.__bases_
10
             print "Docstring for this class:",base.__doc__
print "Module in which class 'base' is defined:", base.__module__
11
12
```

```
name of class: base
class namespace: {'__module__': '__main__', 'foo': , '__doc__': 'This is a sample class in Python'}
class inherited from: ()
Docstring for this class: This is a sample class in Python
Module in which class 'base' is defined: __main__
```

### Predefine Class Attributes in Python

Predefine attributes of class in Python

	redefine attributes of class in rythori		
Attribut	е Туре	Read/Write	Description
name	string	Read only	Name of class

```
dict
            dictionary
                               Read and writeable
                                                    namespace of class
bases
            Tuple of classes
                               Read only
                                                     class names where this class inherits from
__doc__
            String or None
                               Read and writeable
                                                    Documentation string of this class
__module__
            String
                               Read and writeable
                                                     Module name in which this class was defined
```

## self in Python Class Methods

self is conventional name for the first parameter of a method of a class. This name isn't mandatory.

# Inheritance in Python

This is how you can define a class that inherits methods (behaviors) from other class, referred as base class.

```
class derv(base):
    """this class inherits from class base"""

def bar(self):
    """ this is just another dummy method"""
    pass
```

### Calling base class functions in Python

```
class human_being:
 1
                _init__(self,human_name):
 2
          def
 3
               self.human name=human name
 4
              print "%s.%s" %(human_being.__name__, human_being.__init__.__name__)
 5
          def print_human_name(self):
               print self.human_name
 6
 7
 8
     class Men(human_being):
 9
                _init__(self,human_name):
10
              #overriding functionality
              print "%s.%s" %(Men.__name__, Men.__init__.__name__)
# explicitly have to call human_being's init if required.
11
12
              human_being.__init__(self,human_name)
13
14
     if __name__=="__main_
15
          inst=Men("charlie")
16
          inst.print human name()
17
          print isinstance(inst, Men)
18
19
          print isinstance(inst, human_being)
```

```
Men.__init__
human_being.__init__
charlie
True
True
```

## Multiple Inheritance in Python

You can have multiple inheritance in Python. That is you can create a class which inherits from multiple classes as shown in below example:

```
class human_being(object):
    def __init__(self, human_name):
        self.human_name=human_name
        print "%s.%s" %(human_being.__name__, human_being.__init__.__name__)

def print_human_name(self):
    print self.human_name

class country(object):
    def __init__(self, country_name):
```

```
10
             self.country_name = country_name
11
             print "%s.%s" %(country.__name__, country.__init__.__name__)
12
13
     class Men(human_being, country):
              init (self, human name, country name):
14
             #overriding functionality
15
             print "%s.%s" %(Men.__name__, Men.__init_
16
                                                           _name___)
17
             # explicitly have to call human_being's init if required.
             # Advance way of calling base class's function is using super()
18
             super(Men,self).__init__(human_name)
19
20
             country.__init__(self,country_name)
21
     if __name__=="__main_
22
         inst=Men("charlie", "Germany")
23
         inst.print_human_name()
24
25
         print isinstance(inst, Men)
         print isinstance(inst, human_being)
26
         print Men.__mro_
```

```
Men.__init__
human_being.__init__
country.__init__
charlie
True
True
(<class '__main__.Men'>, <class '__main__.human_being'>, <class '__main__.country'>, <type
'object'>)
```

Note usage of <a href="mailto:super()">super()</a> (https://docs.python.org/2/library/functions.html#super) to call super class methods. It follows MRO Method Resolution Order to resolve calls. MRO order for any class can be viewed using \_\_mro\_\_ attribute as shown in program.

### MRO examples:

1. The MRO order is left to right and depth first

```
1
     class A(object):
 2
          pass
 3
     class B():
 4
          pass
 5
     class C(A):
 6
          pass
     class D(C,B):
 7
 8
          pass
 9
     if __name_
                 _=="__main__":
10
          print D. _ mro_
11
                  .D'>, <class ' main .C'>, <class ' main .A'>, <type 'object'>, <class
           main
 main_.\overline{B} at 0\overline{x7}f9e62bb92c0>)
```

```
class A(object):
1
2
       pass
3
    class B(object):
4
        pass
5
    class C(A,B):
       pass
6
    if __name__=="__main__":
7
8
        print C.__mro__
```

```
(<class '__main__.C'>, <class '__main__.A'>, <class '__main__.B'>, <type 'object'>)
```

2.



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#### **C/C++ QUICK REFERENCE**

C++ STL - VECTOR LISTS DEQUE (/CPP-STL-LIST-VECTOR-DEQUE.HTML)

C++ STL - MAP, SET (/CPP-STL-MAP-SET.HTML)

C++ STL - ITERATORS (/CPP-STL-ITERATORS.HTML)

C++ - INLINE FUNCTIONS (/INLINE-FUNCTIONS.HTML)

C++ - 2D DYNAMIC ARRAY (/CPP-2D-ARRAY-CREATION-DYNAMICALLY.HTML)

STRING FUNCTIONS (/STRING-FUNCTIONS-IN-C.HTML)

FILE HANDLING IN C (/C-FILE-OPERATIONS.HTML)

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BINARY PRINT A INTEGER (/C-PROGRAM-TO-PRINT-INTEGER-IN-BINARY.HTML)

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REVERSE A INTEGER (/C-PROGRAM-TO-REVERSE-A-INTEGER-VARIABLE.HTML)

FIND POSITION OF LSB BIT SET (/C-PROGRAM-TO-FIND-POSITION-OF-LSB-BIT-SET.HTML)

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PIPES (/PIPES.HTML)

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SIGNALS & HANDLERS (/C-SIGNALS.HTML)

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INSERTION SORT (/SORT/INSERTION-SORT.HTML)

#### **ARTICLES**

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#### JAVA PROGRAM FOR FILE APPEND (/JAVA-FILE-APPEND-PROGRAM.HTML)

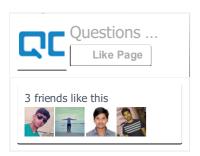
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