OBJECT-ORIENTATION & CLASS INHERITANCE

LECTURE 08-1

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COURSE INFO

- ► The 1st Midterm Exam is Wednesday
- Today: we continue looking at object-orientation in Python
 - a few more examples
 - special methods
 - class inheritance
- Reading: Python object-orientation
 - → TP**2e** Ch 15-18
 - at https://greenteapress.com/thinkpython2/thinkpython2.pdf
 - → CP Ch 2.5-2.8

```
Below is a template for most class definitions:

class class-name:

def __init__(self,parameter-list):
    statements that set each of self's attributes
...

def method-name (self,parameter-list):
    statements that access self's attributes
...
```

```
Below is a template for most class definitions:

class class-name:

def __init__ (self, parameter-list):
    statements that set each of self's attributes
...

def method-name (self, parameter-list):
    ...self.attribute... # attribute access
...
```

Below is a template for most class definitions: class class-name: def init (self, parameter-list): statements that set each of **self**'s attributes def method-name (self, parameter-list): # method invocation self.method(parameters) ...

```
Below is a template for most class definitions:
     class class-name:
           def init (self, parameter-list):
           def method-name(self, parameter-list):
Here is client code for creating a new object instance:
     thing = class-name (parameters)
     thing.method-name(parameters)
```

EXAMPLE: RATIONAL NUMBER CLASS

Here is our rational number data structure as an object class class Rational:

```
def init (self,n,d):
    if d < 0:
        n *= -1
        d *= -1
    q = GCD(n,d)
    self.numerator = n // g
    self.denominator = d // g
def getNumerator(self):
    return self.numerator
def getDenominator(self):
    return self.denominator
```

EXAMPLE: RATIONAL NUMBER ADDITION METHOD

We can define multiplication of rational numbers as we did before:

```
class Rational:
    def init (self,n,d): ...
    def getNumerator(self): ...
    def getDenominator(self): ...
    def times(self,other):
        sn = self.getNumerator()
        sd = self.getDenominator()
        on = other.getNumerator()
        od = other.getDenominator()
        return Rational(sn*on, sd*od)
```

EXAMPLE: RATIONAL NUMBER ADDITION METHOD

We can define addition of rational numbers as we did before:

```
class Rational:
    def init (self,n,d): ...
    def getNumerator(self): ...
    def getDenominator(self): ...
    def times(self,other): ...
    def plus(self,other):
        sn = self.getNumerator()
        sd = self.getDenominator()
        on = other.getNumerator()
        od = other.getDenominator()
        return Rational(sn*od + on*sd, sd*od)
```

OUR RATIONAL NUMBER OBJECT IN ACTION

With these defined, here is an interaction:

```
>>> a = Rational(1, 3)
>>> a.asString()
'1 / 3'
>>> b = Rational(1, 2)
>>> ba = b.times(a)
>>> ba.asString()
'1 / 6'
>>> c = a.plus(ba)
>>> c.asString()
'1 / 2'
```

OUR RATIONAL NUMBER OBJECT IN ACTION

Wouldn't this be great to see instead?

```
>>> a = Rational(1, 3)
>>> a
1 / 3
>>> b = Rational(1, 2)
>>> b * a
1 / 6
>>> a + b * a
1 / 2
```

EXAMPLE: DEFINING THE TIMES OPERATION

Python has "special methods" that provide hooks to using operator syntax:

```
class Rational:
    def init (self,n,d): ...
    # defines r1 * r2
    def mul (self, other):
        sn = self.getNumerator()
        sd = self.getDenominator()
        on = other.getNumerator()
        od = other.getDenominator()
        return Rational(sn*on, sd*od)
```

EXAMPLE: DEFINING THE PLUS OPERATION

```
class Rational:
    def init (self,n,d): ...
    def getNumerator(self): ...
    def getDenominator(self): ...
   def mul (self, other): ...
    # defines r1 + r2
   def add (self,other):
        sn = self.getNumerator()
        sd = self.getDenominator()
        on = other.getNumerator()
        od = other.getDenominator()
        return Rational(sn*od + on*sd, sd*od)
```

Python has "special methods" for lots of built-in syntax.

- They are surrounded by a double underscore (_)
- Documented at this technical page:
 - https://docs.python.org/3/reference/datamodel.html#special-method-names
- Nice overview here:
 - https://www.pythonlikeyoumeanit.com/Module4_OOP/Special_Methods.ht ml

```
Example:
```

```
def __mul__(self,other):
```

Defines x * y to mean $x._mul_(y)$

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Example:

```
def __eq_ (self,other):
```

Defines x == y to mean $x \cdot eq(y)$

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```
Example:
```

```
def __getitem__(self,index):
```

Defines x[i] to mean x. getitem (i)

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Example:

```
def __str__(self):
```

- Defines str(x) to mean x. str ()
- Also used for print(x). It means print(x. str ())

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```
Example:
    def __repr__(self):
```

• • •

Defines the string "representation" of an object.

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```
Example:
```

```
def __repr__(self):
```

Used by the interpreter to display the object's value, like so:

```
>>> Rational(27, 33)
9 / 11
```

RECALL: ACCOUNT CLASS

Here is the class definition of a new Account type:

Here is Account in use:

```
>>> a = Account(150)
>>> a.deposit(50)
>>> a.payInterest()
>>> a.getBalance()
204.0
```

AN ACCOUNT CLASS HIERARCHY

We can build *hierarchies* of different accounts:



- We make subclasses that inherit the attributes of their "superclasses"
 - A Savings account has all the info and operations of an Account.
 - But it has features and behavior more specific to checking accounts
 - This is called subclass specialization.
 - We extend the superclass with additional attributes.
 - It also overrides some of the behavior it inherits from Account.

```
class Account:
    interest rate = .02
    def init (self, amount):
        self.balance = amount
    def deposit(self, amount):
        self.balance += amount
    def withdraw(self, amount):
        self.balance -= amount
    def payInterest(self):
        self.balance *= 1.0 + self.interest rate
class Savings(Account):
    interest rate = 0.04
    withdraw fee = 1.0
    def withdraw(self, amount):
        Account.withdraw(self, amount + self.withdraw fee)
```

```
class Account:
    interest rate = .02
    def init (self, amount):
        self.balance = amount
    def deposit(self, amount):
        self.balance += amount
    def withdraw(self, amount):
        self.balance -= amount
    def payInterest(self):
        self.balance *= 1.0 + self.interest rate
class Savings (Account): # inherit the methods and class variables of Account
    interest rate = 0.04
    withdraw fee = 1.0
    def withdraw(self, amount):
        Account.withdraw(self, amount + self.withdraw fee)
```

```
class Account:
    interest rate = .02
    def init (self, amount):
        self.balance = amount
    def deposit(self, amount):
        self.balance += amount
    def withdraw(self, amount):
        self.balance -= amount
    def payInterest(self):
        self.balance *= 1.0 + self.interest rate
class Savings(Account):
    interest rate = 0.04 # overrides the class variable inherited from Account
    withdraw fee = 1.0
    def withdraw(self, amount):
        Account.withdraw(self, amount + self.withdraw fee)
```

```
class Account:
    interest rate = .02
    def init (self, amount):
        self.balance = amount
    def deposit(self, amount):
        self.balance += amount
    def withdraw(self, amount):
        self.balance -= amount
    def payInterest(self):
        self.balance *= 1.0 + self.interest rate
class Savings(Account):
    interest rate = 0.04
    withdraw fee = 1.0 # extends with a specializing class variable
    def withdraw(self, amount):
        Account.withdraw(self, amount + self.withdraw fee)
```

```
class Account:
    interest rate = .02
    def init (self, amount):
        self.balance = amount
    def deposit(self, amount):
        self.balance += amount
    def withdraw(self, amount):
        self.balance -= amount
    def payInterest(self):
        self.balance *= 1.0 + self.interest rate
class Savings(Account):
    interest rate = 0.04
    withdraw fee = 1.0
    def withdraw(self, amount): # overrides a method inherited from Account
        Account.withdraw(self, amount + self.withdraw fee)
```

```
class Account:
    interest rate = .02
    def init (self, amount):
        self.balance = amount
    def deposit(self, amount):
        self.balance += amount
    def withdraw(self, amount):
        self.balance -= amount
    def payInterest(self):
        self.balance *= 1.0 + self.interest rate
class Savings(Account):
    interest rate = 0.04
    withdraw fee = 1.0
    def withdraw(self, amount): # overrides a method inherited from Account
        Account.withdraw(self, amount + self.withdraw fee)
        # explicitly invokes the method of its superclass
```

```
class Account:
    interest rate = .02
    def init (self, amount):
        self.balance = amount
    def deposit(self, amount):
        self.balance += amount
    def withdraw(self, amount):
        self.balance -= amount
    def payInterest(self):
        self.balance *= 1.0 + self.interest rate
class Savings(Account):
    interest rate = 0.04
    withdraw fee = 1.0
    def withdraw(self, amount): # overrides a method inherited from Account
        Account.withdraw(self, amount + self.withdraw fee)
        # explicitly invokes the method of its superclass
```

ACCOUNT VERSUS SAVINGS

▶ Here is **Account** in use:

```
>>> a = Account(100)
>>> a.balance
100.0
>>> a.payInterest()
>>> a.balance
102.0
>>> a.withdraw(20)
>>> a.balance
82.0
```

Here is Savings in use:

```
>>> a = Savings(100)
>>> a.balance
100.0
>>> a.payInterest()
>>> a.balance
104.0
>>> a.withdraw(20)
>>> a.balance
83.0
```

INHERITANCE EXAMPLE: A CHECKING ACCOUNT

```
class Account:
    interest rate = .02
    def init (self, amount):
        self.balance = amount
    def deposit(self, amount):
        self.balance += amount
    def withdraw(self, amount):
        self.balance -= amount
    def payInterest(self):
        self.balance *= 1.0 + self.interest rate
class Checking(Account):
    min balance = 1000.0
    def payInterest(self):
        if self.balance >= self.min balance:
            Account.payInterest(self)
```

CHECKING ACCOUNT INTERACTION

Here is Checking in use:

```
>>> a = Checking(1000.0)
>>> a.balance
1000.0
>>> a.payInterest()
>>> a.balance
1040.0
>>> a.withdraw(50.0)
>>> a.balance
990.0
>>> a.payInterest()
>>> a.payInterest()
>>> a.balance
```

INHERITANCE EXAMPLE: A PROMOTIONAL CHECKING ACCOUNT

```
class Checking(Account):
    min balance = 1000.0
    def payInterest(self):
        if self.balance >= self.min balance:
             Account.payInterest(self)
class PromotionalChecking(Checking):
    reward = 50
    def init (self,amount):
        Checking. init (self,amount+self.reward)
        # The code above explicitly uses the initializer code from Checking
```

INHERITANCE EXAMPLE: A PROMOTIONAL CHECKING ACCOUNT

```
class Checking(Account):
    min balance = 1000.0
    def payInterest(self):
        if self.balance >= self.min balance:
             Account.payInterest(self)
class PromotionalChecking(Checking):
    reward = 50
    def init (self,amount):
        super(). init (amount+self.reward)
        # The code above explicitly uses the initializer code from Checking
```

INHERITANCE EXAMPLE: A PROMOTIONAL CHECKING ACCOUNT

```
class Checking (Account):
    min balance = 1000.0
    def payInterest(self):
         if self.balance >= self.min balance:
             Account.payInterest(self)
class PromotionalChecking(Checking):
    reward = 50
    def init (self,amount):
         super(). init (amount+self.reward)
         # The code above uses the initializer code from Checking that was inherited from Account
         # Using super() references self as though it is an instance of its superclass
```

OBJECT TAKEAWAYS

- New object types are defined with class.
- Within the class you define these things:
 - __init__
 - other methods
 - (maybe) class attributes
- ▶ Method parameters are self followed by the others.
- Object dot notation:
 - Methods are called using receiver.method(...)
 - Instance variables are accessed by receiver. variable
 - We use self. notation inside a method to access these things too.
- New instances are built with class-name (...)

INHERITANCE TAKEAWAYS

- A class inherits from its superclass with
 - description
 description
 class class = name (super = class = name) :
- You can call the superclass initializer with the syntax:
 - ⇒super-class-name. _init_ (self,...)
- You can call the superclass methods with the syntax:
 - → super-class-name.method(self,...)
- Subclasses inherit the methods of their superclass.
- They can be specialized in two ways:
 - You can add additional attributes and methods.
 - You can override super-class methods.