



# PYTHON FOR COMPUTATIONAL PROBLEM SOLVING

## Inheritance

---

**Prof. Sindhu R Pai**

PCPS Theory Anchor - 2024

Department of Computer Science and Engineering

### Introduction

- Acquiring or obtaining the features of one type in another type.
- Allows programmers to define a new class which inherits almost all the properties(data members and methods) of existing class.
- Two ways of relationships: **Is – a relationship** and **Has-a relationship**
- **Is – a relationship** is also known as **parent-child relationship**
- **Has – a relationship** is nothing but **containership or composition or collaboration**

**Is – a relationship:** Indicates that one class gets most or all of its features from a parent class.

When this kind of specialization occurs, there are three ways in which parent and child can interact.

1. Action on child imply an action on the parent
2. Action on the child override the action on the parent
3. Action on the child alter the action on the parent

# PYTHON FOR COMPUTATIONAL PROBLEM SOLVING

## Inheritance

### 1. Action on child imply an action on the parent

#### Example

```
class A:
    def disp(self):
        print("in disp A")
```

```
class B(A):
    pass
```

```
a1=A()
a1.disp()
b1=B()
b1.disp()
```

Output:

```
in disp A
in disp A
```

## PYTHON FOR COMPUTATIONAL PROBLEM SOLVING

### Inheritance

#### 2. Action on the child override the action on the parent

##### Example

```
class A:  
    def disp(self):  
        print("in disp A")
```

```
class B(A):  
    def disp(self):  
        print("in disp B")
```

```
a1=A()  
a1.disp()  
b1=B()  
b1.disp()
```

Output:

in disp A  
in disp B

## PYTHON FOR COMPUTATIONAL PROBLEM SOLVING

### Inheritance



### 3. Action on the child alter the action on the parent

#### Example

```
class A:
    def disp(self):
        print("in disp A")

class B(A):
    def disp(self):
        A.disp(self)
        print("in disp B")
```

```
a1=A()
a1.disp()
b1=B()
b1.disp()
```

Output:

```
in disp A
in disp A
in disp B
```

#### Types of Is-a relationships:

1. **Single level inheritance**: Sub classes inherit the features of one super class.
2. **Multi Level inheritance**: A class is inherited from another class which is in turn inherited from another class and so on.
3. **Multiple inheritance**: A class can have more than one super class and inherit the features from all parent classes.
4. **Hierarchical inheritance**: One class serves as super class for more than one sub classes
5. **Hybrid inheritance**: A mix of two or more above types of inheritance. Also known as **Diamond shaped inheritance**

#### Benefits of inheritance:

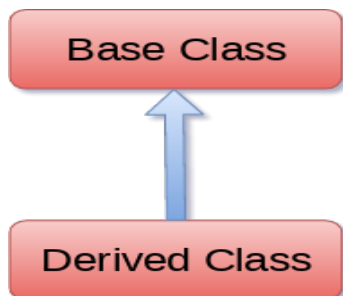
- It allows to inherit the properties of a base class, to another class (derived) representing the real-world relationship.
- It provides the **reusability** of a code.
- Allows us to **add more features** to a class **without modifying it**.
- Transitive in nature, **which means that if class B inherits from class A, then all the subclasses of B would automatically inherit from class A.**
- Less development and maintenance expenses



### Single Level Inheritance

```
class BaseClass1
    #Body of base class
```

```
class DerivedClass(BaseClass1):
    #body of derived - class
```



## PYTHON FOR COMPUTATIONAL PROBLEM SOLVING

### Inheritance

---



Example 1: Program to create a parent class and child class objects

```
class Person:
```

```
    #Constructor
```

```
    def __init__(self, name, id_no):
```

```
        self.name = name
```

```
        self.id_no = id_no
```

```
    def Display(self):
```

```
        print(self.name, self.id_no)
```

```
#creating an object of a person
```

```
p = Person("Akash", 1001)
```

```
p.Display()
```

```
class stud(Person):
```

```
    def Print(self):
```

```
        print("stud class called")
```

```
student = stud("Madan", 103)
```

```
# Calling child class function
```

```
student.Print()
```

```
# calling parent class function
```

```
student.Display()
```

# PYTHON FOR COMPUTATIONAL PROBLEM SOLVING

## Inheritance



### Example 2: Program to demonstrate the parent constructors

```
class Person:
    def __init__(self, name, idnumber):
        self.name = name
        self.idnumber = idnumber
    def display(self):
        print(self.name)
        print(self.idnumber)
class Employee(Person):
    def __init__(self, name, idnumber, salary, desgn):
        self.salary = salary
        self.desgn = desgn
        Person.__init__(self, name, idnumber) #observe carefully
emp = Employee('Riya', 802, 50000, "Admin")
emp.display()
```

## PYTHON FOR COMPUTATIONAL PROBLEM SOLVING

### Inheritance



Example 3: Demo of the error if `__init__()` of the parent is not invoked

```
class A:
    def __init__(self, n='Rahul'):
        self.name = n
class B(A):
    def __init__(self, roll):
        self.roll = roll
```

```
b1 = B(23)
print(b1.name)
```

#### Output:

Traceback (most recent call last):

File

"C:\Users\ADMIN\Desktop\inheritance.py",  
line 101, in <module> print(b1.name)

**AttributeError:** 'B' object has no attribute  
'name'

#### Super() Function

- It is a built-in function that provides a way to access methods and properties from a parent class within a subclass.
- There might be situations where the overridden method as well as the functionality of the parent method is required. That's where super() becomes helpful.

## PYTHON FOR COMPUTATIONAL PROBLEM SOLVING

### Inheritance



Example 4: Assume the parent class has thousands of instance variables

class sample:

```
def __init__(self,m,n,o):  
    self.a=m  
    self.b=n  
    self.c=o
```

class sample\_child(sample):

```
def __init__(self,m,n,o,q):  
    #super().__init__(m,n,o)  
    Sample.__init__(self,m,n,o)  
    self.e=q
```

```
def display(self):
```

```
    print(self.a,"--",self.b,"--",self.c,"--",self.d,"--",self.e)
```

```
s1=sample_child(1,2,3,4,90)
```

```
s1.display()
```

Example 5: Using `super()` a subclass can override methods or attributes from its superclass

```
class ParentClass:
    def __init__(self):
        self.parent_attribute = "Parent Attribute"

    def parent_method(self):
        print("Parent Method")

class ChildClass(ParentClass):
    def __init__(self):
        super().__init__() # Calling the parent class constructor
        self.child_attribute = "Child Attribute"
```

## PYTHON FOR COMPUTATIONAL PROBLEM SOLVING

### Inheritance

---

```
def child_method(self):  
    super().parent_method()  
    print("Child Method")
```

# Creating an instance of the ChildClass

```
child_obj = ChildClass()
```

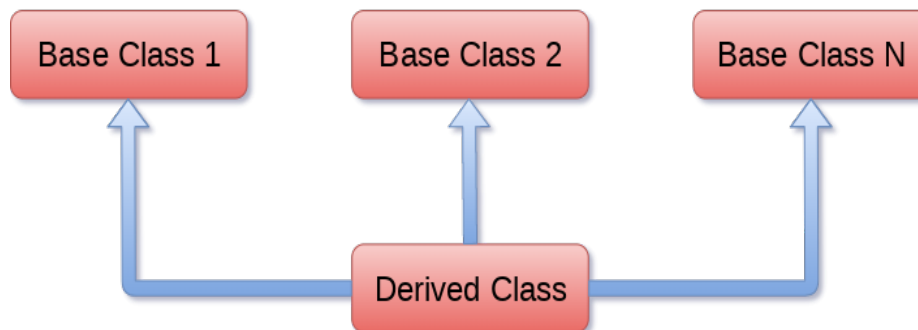
# Accessing attributes and calling methods

```
print(child_obj.child_attribute)  
print(child_obj.parent_attribute)  
child_obj.child_method()
```



#### Multiple inheritance

It provides the flexibility to inherit attributes and methods from more than one class



#### Example 6

```
class A:
    def disp(self):
        print("in disp A")
```

```
class B:
    def disp(self):
        print("in disp B")
```

```
class C(A,B):           #reverse the order of A and B and observe the output
    def disp(self):
        super().disp()
        print("in disp C")
```

```
c1=C()
c1.disp()
```

#### Note:

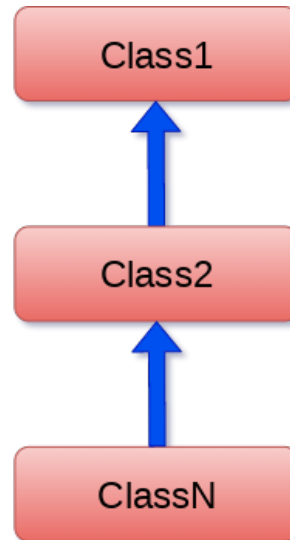
- When there is implicit action on class C, then the class hierarchy of A is considered.
- `super()` refers to only the first Parent mentioned in the subtype creation

### Multi-Level inheritance

It refers to a type of inheritance where a subclass inherits from another subclass, forming a hierarchical chain of classes.

Syntax:

```
class class1:
    <class-suite>
class class2(class1):
    <class suite>
class class3(class2):
    <class suite>
```



### Example 7: Use of super() in multi level inheritance

```
class Shape:
    def __init__(self, name):
        self.name = name

    def info(self):
        return f"A {self.name} is a polygon with {self.sides} sides."

class Polygon(Shape):
    def __init__(self, name, sides):
        super().__init__(name)
        self.sides = sides

class Triangle(Polygon):
    def __init__(self, name):
        super().__init__(name, 3)

class Quadrilateral(Polygon):
    def __init__(self, name):
        super().__init__(name, 4)
```

Overrides info of "Shape"

## PYTHON FOR COMPUTATIONAL PROBLEM SOLVING

### Inheritance

---

# Creating instances and accessing methods

```
triangle = Triangle("Triangle")  
print(triangle.info())
```

```
quadrilateral = Quadrilateral("Quadrilateral")  
print(quadrilateral.info())
```

### Output

A Triangle is a polygon with 3 sides.

A Quadrilateral is a polygon with 4 sides.

`issubclass()` and `isinstance()` methods

`issubclass(sub, sup)`

Used to check the relationships between the specified classes.

Returns True if the first class is the subclass of the second and False otherwise.

`isinstance(obj, class)`

Used to check the relationship between the objects and classes.

Returns True if the object is the instance of the specified class.

## PYTHON FOR COMPUTATIONAL PROBLEM SOLVING

### Inheritance

---



Example 8: (use of `issubclass()` and `isinstance()`)

**class** add:

```
def Summation(self,a,b):  
    return a+b
```

**class** mult:

```
def Multiplication(self,a,b):  
    return a*b
```

**class** Derived(add,mult):

```
def Divide(self,a,b):  
    return a//b
```

## PYTHON FOR COMPUTATIONAL PROBLEM SOLVING

### Inheritance

---



```
d = Derived()
```

```
print(issubclass(Derived,mult))
```

```
print(issubclass(add,mult))
```

```
print(isinstance(d,Derived))
```

```
print("Summation of a and b: ",d.Summation(12,20))
```

```
print("Product of a and b: ",d.Multiplication(9,8))
```

```
print("Quotient:" ,d.Divide(20,10))
```

Output:

True

False

True

Summation of a and b:

32

Product of a and b: 72

Quotient: 2



## PYTHON FOR COMPUTATIONAL PROBLEM SOLVING

### Inheritance



**Composition:** When one object contains another object as a part or member.

Ex: Library has books

```
class Author:
```

```
    def __init__(self, name):  
        self.name = name
```

```
class Book:
```

```
    def __init__(self, title, author):  
        self.title = title  
        self.author = author
```

```
author1 = Author("J.K. Rowling")
```

```
book1 = Book("Harry Potter and the Sorcerer's Stone", author1)
```

```
# Accessing Book and Author attributes
```

```
print(f"The book '{book1.title}' was written by {book1.author.name}")
```

Output:

'Harry Potter and the Sorcerer's Stone' was written  
by J.K. Rowling



## THANK YOU

---

Department of Computer Science and Engineering

Dr. Shylaja S S, Director, CDSAML & CCBD, PESU

Prof. Sindhu R Pai – [sindhurpai@pes.edu](mailto:sindhurpai@pes.edu)

Prof. C N Rajeswari