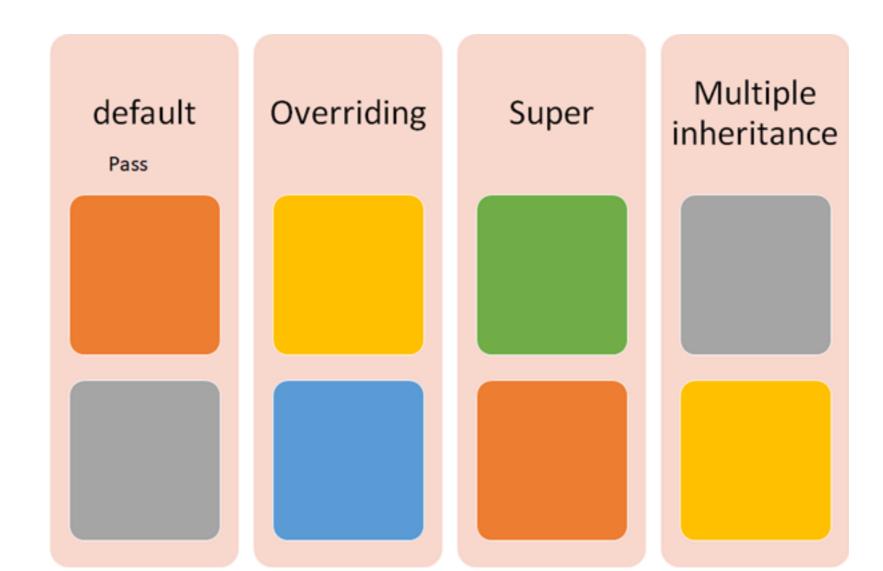
Type of Inheritance

Pewarisan/Penurunan adalah konsep pemrograman dimana sebuah class dapat 'menurunkan' property dan method yang dimilikinya kepada class lain.

Type of Inheritance



Contoh Default: property, property dan method

```
In [ ]:
    class Fish:
        def __init__(self, first_name, last_name="Fish", skeleton="bone", eyelids=False):
            self.first_name = first_name
            self.last_name = last_name
            self.skeleton = skeleton
            self.eyelids = eyelids
        def swim(self):
            print("The fish is swimming.")
        def swim_backwards(self):
            print("The fish can swim backwards.")
        class Trout (Fish):
        pass
```

Contoh Overriding: property/method, property dan method

Metode overriding di kelas anak harus memiliki nama, signature, dan parameter yang sama dengan yang ada di kelas induknya. Namun, overriding kelas anak dapat memodifikasi nilai property/method pada kelas induk.

```
In [ ]: class Fish:
            def __init__(self, first_name, last_name="Fish", skeleton="bone", eyelids=False):
                self.first_name = first_name
                self.last_name = last_name
                self.skeleton = skeleton
                self.eyelids = eyelids
            def swim(self):
                print("The fish is swimming.")
            def swim_backwards(self):
                print("The fish can swim backwards.")
        class Shark(Fish):
            def __init__(self, first_name, last_name="Shark", skeleton="cartilage", eyelids=True):
                self.first_name = first_name
                self.last_name = last_name
                self.skeleton = skeleton
                self.eyelids = eyelids
            def swim_backwards(self):
                print("The shark cannot swim backwards, but can sink backwards.")
```

Dari contoh diatas kelas Shark yang merupakan subclass dari Fish,mengganti metode konstruktor **init** () dan swim_backwards ().

Contoh Super: property

Fungsi super() paling umum digunakan dalam metode **init** (),karena di situlah kemungkinan besar perlu menambahkan beberapa keunikan pada kelas anak dan kemudian menyelesaikan inisialisasi dari induknya.

```
In [3]: class Fish:
            def __init__(self, first_name, last_name="Fish", skeleton="bone", eyelids=False):
                self.first_name = first_name
                self.last_name = last_name
                self.skeleton = skeleton
                 self.eyelids = eyelids
            def swim(self):
                print("The fish is swimming.")
            def swim_backwards(self):
                print("The fish can swim backwards.")
        class Trout(Fish):
             def __init__(self, water, first_name, last_name, skeleton, eyelids):
                 self.water = water
                 Fish. init (self, first_name, last_name, skeleton, eyelids)
        terry = Trout("freshwater", "shark", "fish", "no bone", "true")
        terry.first_name = "Terry"
        print(terry.first_name)
        print(terry.first_name + " " + terry.last_name)
        print(terry.eyelids)
        print(terry.water)
        terry.swim()
        Terry
        Terry fish
        true
        freshwater
        The fish is swimming.
```

contoh tadi ada ganti metode init () di kelas anak Trout, memberikan implementasi yang berbeda dari init () yang sudah ditentukan oleh kelas induknya Fish.

Contoh Multiple:

Multiple inheritance adalah ketika sebuah kelas dapat mewarisi atribut dan metode dari lebih dari satu kelas induk.

```
The anemone is protecting the clownfish.

In [1]: class Murid:
    def __init__(self):
        self.nama = input("Nama: ")

    def display(self):
        print("Nama: ",self.nama)

class NilaiPelajaran:

def __init__(self):
        print("Nilai Pelajaran")
        self.math = int(input("Math: "))
        self.biology = int(input("Biology: "))
```

```
class NilaiPelajaran:
    def __init__(self):
        print("Nilai Pelajaran")
        self.math = int(input("Math: "))
        self.biology = int(input("Biology: "))

    def display(self):
        print("Rata2 Nilai: ", (self.math + self.biology)/2 )

class student(Murid, NilaiPelajaran):
    def __init__(self):
        Murid._init__(self)
        NilaiPelajaran.__init__(self)

    def result(self):
        Murid.display(self)
        NilaiPelajaran.display(self)

stu1 = student()
stu1.result()

Nama: Joko
```

Nilai Pelajaran Math: 90 Biology: 90 Nama: Joko Rata2 Nilai: 90.0