### [320] Inheritance

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# Review

```
class Dog:
    def init (self, name):
        self.name = name
    def bark(self, mult, ucase):
        msg = "bark " * mult
        if ucase:
            msg = msg.upper()
        print(self.name + ": " + msg)
sam = Dog("Fido")
fido = Dog("Sam")
fido.bark(5, False)
fido.bark(fido, 5, True)
fido.bark(fido, 5, True, None)
```

which call produces the following error?

TypeError: bark() takes 3 positional arguments but 4 were given

```
class Dog:
    def init (self, name):
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        msg = "bark " * mult
        if ucase:
            msg = msg.upper()
        print(self.name + ": " + msg)
sam = Dog("Fido")
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fido.bark(fido, 5, True, None)
```

which call is correct?

```
class Dog:
   def init (self, name):
       self.name = name
   def bark(self, mult, ucase):
       msg = "bark " * mult
        if ucase:
           msg = msg.upper()
       print(self.name + ": " + msg)
sam = Dog("Fido")
fido = Dog("Sam")
fido.bark(5, False)
                                 # 1
what is printed?
(1) Fido: bark bark bark bark
(2) Fido: BARK BARK BARK BARK BARK
(3) Sam: bark bark bark bark
```

```
Frames
                                                 Objects
class Dog:
    def init (self, name
                               Global frame
                                                  Dog class
        self.name = name
                                                  show attributes
                                     Dog
                                                  Dog instance
    def bark(self, mult, uc
                                    sam
        msg = "bark " * mul
                                                   name
                                                        "Fido"
                                     fido
         if ucase:
                                                  Dog instance
             msg = msg.upper
                               bark
        print(self.name +
                                                        "Sam"
                                                   name
                                  self
                                     | 5
                                 mult
sam = Dog("Fido")
                                     False
                                ucase
fido = Dog("Sam")
                                      # 1
fido.bark(5, False)
what is printed?
(1) Fido: bark bark bark bark
(2) Fido: BARK BARK BARK BARK
(3) Sam: bark bark bark bark
```

Special methods usually get called

- I. explicitly
- 2. implicitly

What does **print(...)** use to represent an object?

- 1. \_\_str\_\_
- 2. \_\_repr\_\_
- 3. \_repr\_html\_

What special method must be implemented for sorting to work?

- I. \_\_repr\_\_
- 2. \_\_order\_\_
- 3. \_\_lt\_\_
- 4. <u>gt</u>

```
from math import *
class ContinuousList:
   def init (self, L):
       self.L = L
   def getitem (self, pos):
       assert 0 <= pos <= len(self.L) - 1</pre>
       idx1 = floor(pos) # round down
       idx2 = ceil(pos) # round up
       v1 = self.L[idx1]
       v2 = self.L[idx2]
       diff = v2 - v1
       return v1 + (pos - idx1) * diff
clist = ContinuousList([7, 8, 9, 100, 200])
```

```
from math import *
class ContinuousList:
    def init (self, L):
        self.L = L
    def getitem (self, pos):
        assert 0 <= pos <= len(self.L) - 1</pre>
        idx1 = floor(pos) # round down
        idx2 = ceil(pos) # round up
        v1 = self.L[idx1]
        v2 = self.L[idx2]
        diff = v2 - v1
        return v1 + (pos - idx1) * diff
clist = ContinuousList([7, 8, 9, 100, 200])
x = clist[3.2]
y = clist[1:3] 			 what will pos be? (there will be an error)
```

## Inheritance

### Coding Examples

#### **Principals**

- method inheritance
- method resolution order
- overriding methods, constructor
- calling overridden methods
- abc's (abstract base classes)