

* CHAPTER-11: INHERITANCE & MORE ON OOPS

- Inheritance is a way of creating a new class from an existing class

Syntax :

Class Employee : → Base Class

Code

...

Class Programmer(Employee) : → Derived or Child class

Code

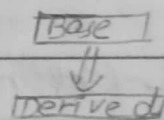
- We can use the methods & attributes of Employee in Programmer object.
- Also, we can overwrite or add new attributes and methods in Programmer class.

Type of inheritance

- 1 Single inheritance
- 2 Multiple inheritance
- 3 Multilevel inheritance

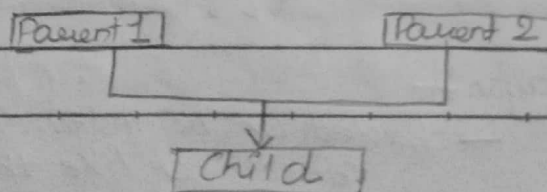
→ Single inheritance

single inheritance occurs when child class inherits only a single parent class

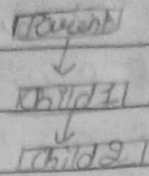


→ Multiple inheritance

multiple inheritance occurs when the child class inherits from more than one parent class.



- Multilevel inheritance
When a child class becomes a parent ~~from~~ for another child class



- super() method

Super method is used to access the methods of a super class in the derived class

`super() -- init -- ()`

↳ calls constructor of the base class

- class method

A class method is a method which is bound to the class and not the object of the class.

@classmethod decorator is used to create a class method.

Syntax to create a class method:

@ classmethod

`def(cls, p1, p2):`

...

@property decorators.

Consider the following class

class Employee:

@property

def name(self):

return self.ename

If `e = Employee()` is an object of class employee, we can print `(e.name)` to print the ename / call `name()` function.

→ @getter and @setters

The method name with @property decorator is called
getter method

We can define a function + @name.setter decorator
like below:

@name.setter

def name (self, value):

self.name = value

→ Operator overloading in Python

Operators in python can be overloaded using dunder
methods.

These methods are called when a given operator is
used on the objects.

Operators in python can be overloaded using the
following methods:

$p_1 + p_2$ → p_1 -- ~~add~~ -- (p_2)

$p_1 - p_2$ → p_1 -- Sub -- (p_2)

$p_1 * p_2$ → p_1 -- mul -- (p_2)

p_1 / p_2 → p_1 -- truediv -- (p_2)

$p_1 // p_2$ → p_1 -- floordiv -- (p_2)

Other dunder/magic methods in python

`__str__()` → used to set what gets displayed
upon calling `str(obj)`

`__len__()` → used to set what gets displayed
upon calling `--len--()` or `len(obj)`