| Course | |
|----------------|-----------------|
| Term | |
| Week | |
| Date | |
| Chapter. Topic | 11. Inheritance |

Inheritance

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Inheritance and the "Is a" Relationship

When one object is a specialized version of another object, there is an "is a" relationship between them. For example, a grasshopper is an insect. Here are a few other examples of the "is a" relationship:

- A poodle is a dog.
- A car is a vehicle.
- A flower is a plant.
- A rectangle is a shape.
- A football player is an athlete.

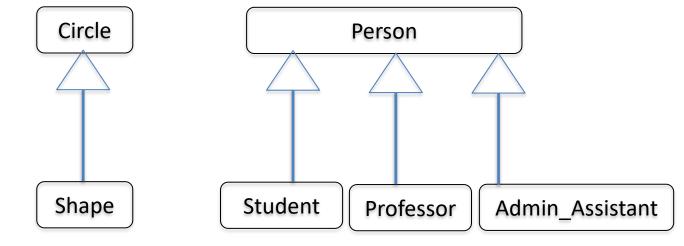
- <mark>Is a</mark>
- Is type of a

Inheritance and the "Is a" Relationship

Circle is a Shape

Student is a Person Professor is a Person Admin_Assistant is a Person

ipod is a MusicPlayer SamsungMusicPlayer is a MusicPlayer Computer is an Elephant (doesn't make sense)



Inheritance

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Inheritance allows us to define a class that inherits all the methods and properties from another class.

The parent class is the class being inherited from, also called the base class.

A child class is a class that inherits from another class, also called a derived class.

Parent class = super class, base class, ancestor class Child class = sub class, derived class, descendant class

Revisiting objects and classes (<u>link</u>)

You define one class.

And you create many instances of the same class.

How many classes are defined here?

How many instances are defined here?

```
15     x=Student("a","b")
16     y=Student("c","d")
17     z=Student("p","q")
```

Student and International Student

Suppose we want to define another class called "InternationalStudent".

International Student is also a Student.



However, International Student has two additional attributes.

country

language

What are our options for defining "InternationalStudent" class?

Without Inheritance

Class Student: id, name, email

Class InternationalStudent: id, name, email, country, language

InternationalStudent is a (is a type of a)
Student

Without inheritance, you will be duplicating all the variables and all the methods in different classes.

This leads to 'code maintenance nightmare'. If you need to fix any issue, you need to fix in all the classes.

And another biggest drawback is .. There is no relationship between Student and InternationalStudent classes.

With Inheritance

_

```
Class Student: id, name, email
```

Class InternationalStudent(Student): country, language

With inheritance, you inherit all the variables and behavior of the parent. It is not needed to duplicate the code in the child class.

If you need to fix any issue, you need to fix in either parent class or child class.

And we are also establishing parent-child relationship (hierarchy)

Inheritance Syntax

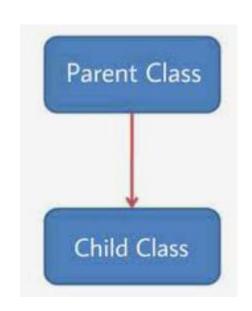
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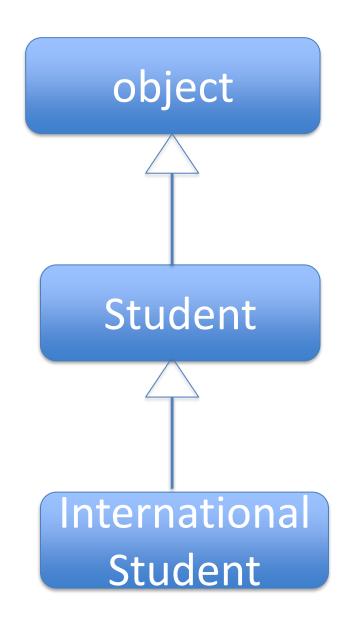
class ChildClassName(ParentClassName)

Here are some examples

- class InternationalStudent(Student)
- class CryptoQuote(Quote)
- class ScrambledQuote(Quote)

https://www.w3schools.com/python/python inheritance.asp





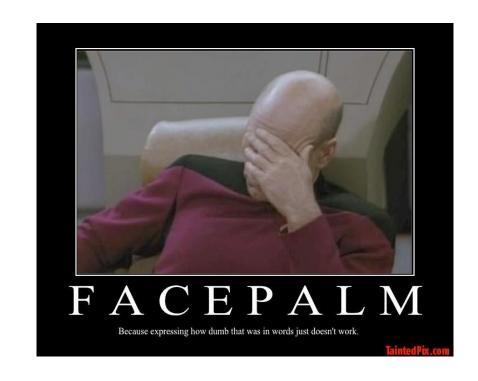
Root of all classes is called "object"

By default, all classes in python inherit from a root class called "object".

And we create objects (instances) of these classes.

It can be confusing. Keep the following in context.

- class: a class you are defining
- object: the root class of python
- instance: specific instances you are creating



Really..? Does my class inherit from "object"?

Oh yes!

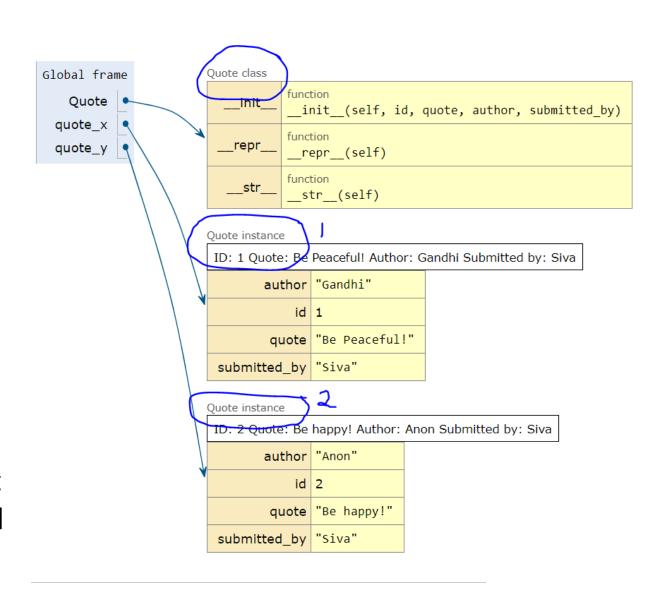
class Quote:

is equivalent to

class Quote(object):

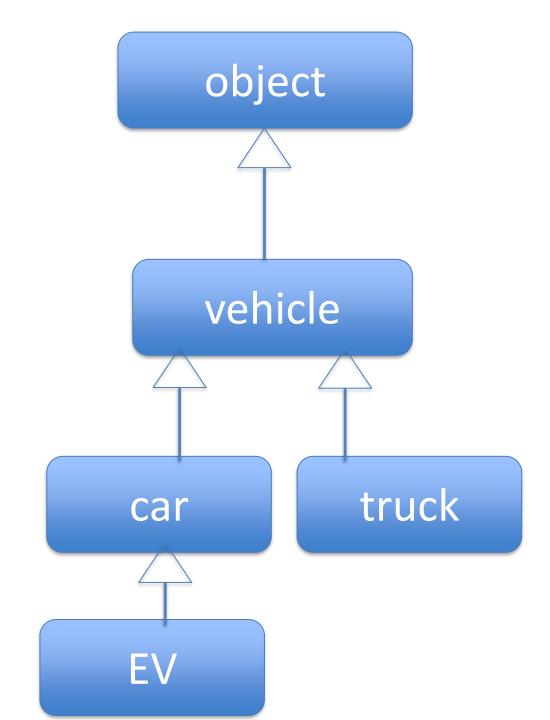
Let us try this out on pythontutor (<u>link</u>)

Key Point: Since all python classes inherit from "object" by default, we do not need to be explicit about it.

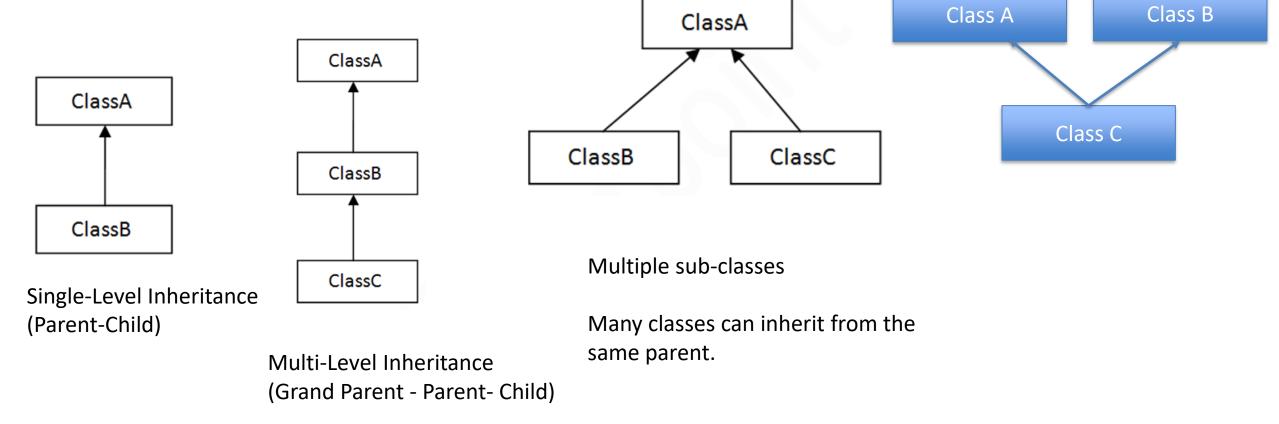


Inheritance Syntax

Vehicle
car(vehicle)
truck (vehicle)
EV (car)



Hierarchy:



- Children, Parents, Grand Parents, Great Grand Parents and so on...
- And at the top of the hierarchy is our "object"

Hierarchy:

These two methods are useful in querying the hierarchy of the classes.

- isinstance(x, Y) tells you whether x is an instance of Y. Here, x is an instance and Y is a class.
- issubclass(X,Y) tell you whether x is a subclass of y. Both x and y must be classes

Let us revisit our example (link)

What is its type?

Is class x subclass of class y?

Is x instance of class Y?

Does x belong to this family?

```
25 # testing tye types
26 x = Student("Siva", "Jasthi")
   print(x)
28
   # testing its type
    print("What is type of x?")
30
    print(type(x))
31
32
33
    print("Is Student a subclass of object?")
    print(issubclass(Student,object))
35
36
    print("Is x an instance of a Student?")
    print(isinstance(x,Student))
38
39
    print("Is x an instance of an object?")
   print(isinstance(x,object))
```

Useful methods for testing the "type" (link)

For knowing the type of an instance type(instance_name)

For knowing whether x is a subclass of y issubclass(SUBCLASS, PARENTCLASS)

For knowing whether an instance belongs to a class

isinstance(instance_name, PARENTCLASS)

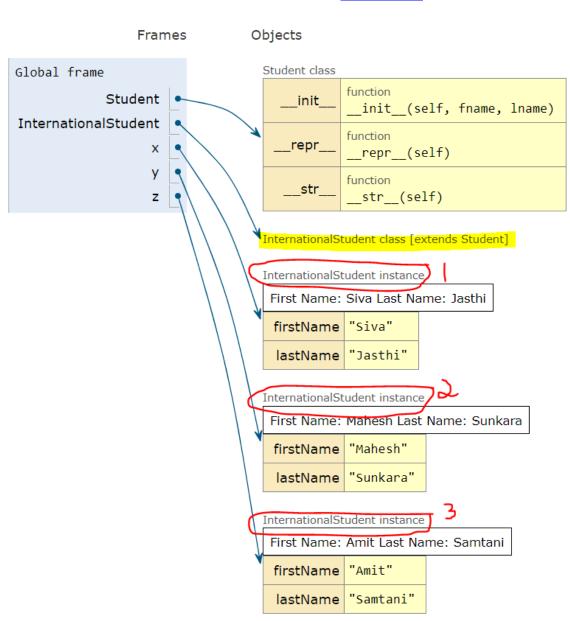
```
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  x = Student("Siva", "Jasthi")
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    print("Is x an instance of an object?")
    print(isinstance(x,object))
```

Object > Student > InternationalStudent (link)

Does my subclass really inherits the methods of the parent?

Let us try it out.

```
class Student:
        def init (self, fname, lname):
            self.firstName = fname
            self.lastName = lname
        def repr (self):
            return "First Name: " + self.firstName + \
                   " Last Name: " + self.lastName
        def str (self):
10
            return "First Name: " + self.firstName + \
11
                   " Last Name: " + self.lastName
13
14
    class InternationalStudent(Student):
16
        pass
17
  # creating instances
  x=InternationalStudent("Siva", "Jasthi")
   y=InternationalStudent("Mahesh", "Sunkara")
21 z=InternationalStudent("Amit", "Samtani")
```



Object > Student > InternationalStudent (link)

InternationalStudent extends from Student.

InternationalStudent inherits from Student.

But the real power comes when child classes:

[Case 1] Add additional attributes

[Case 2] Overwrite parent's behavior

[Case 3] Add additional behavior (methods)

We will see these three examples.

```
class Student:
        def __init__(self, fname, lname):
            self.firstName = fname
            self.lastName = lname
        def repr (self):
            return "First Name: " + self.firstName + \
                   " Last Name: " + self.lastName
        def __str__(self):
10
11
             return "First Name: " + self.firstName + \
                   " Last Name: " + self.lastName
12
13
   class InternationalStudent(Student):
16
        pass
17
   # creating instances
   x=InternationalStudent("Siva", "Jasthi")
   y=InternationalStudent("Mahesh", "Sunkara")
21 z=InternationalStudent("Amit", "Samtani")
```

InternationalStudent (Case 1) Link

[Case 1] Add additional attributes (being explicit) Assign each value to the attribute explicitly

```
class InternationalStudent(Student):
    def __init__(self, fname, lname, a_country, a_language):
        self.firstName = fname
        self.lastName = lname
        self.country = a_country
        self.language = a_language
```

[Case 1] Add additional attributes (deferring to the parent) Use "super()" to defer the assignment to the parent class.

```
class InternationalStudent(Student):
    def __init__(self, fname, lname, a_country, a_language):
        super().__init__(fname, lname)
        self.country = a_country
        self.language = a_language
```

Case 1.
Adding Additional
Attributes



InternationalStudent (Case 2) (see link below)

[Case 2] Overwriting the parent's methods

In the previous code, we have a major problem.

Printing the InternationalStudent is NOT printing the country and language. What do we need to do here?

Overwrite the __str__ and __repr__ methods of the parents.

(In fact, we also overwrote __init__ method to support additional attributes)

Case 2.
Overwriting
Parent's method

InternationalStudent (Case 3) (see link below)

[Case 3] Providing additional behavior / methods

Child classes can have their own methods.

Let us assume InternationalStudent can convert rupees to dollars and dollars to rupees.

```
def dollars2rupees(self,amount):
    return amount* 75

def rupees2dollars(self,amount):
    return amount/75
```

Case 3.
Providing additional methods

Who is powerful? Child or Parent

Case 1.
Adding Additional
Attributes

Case 2.
Overwriting
Parent's method

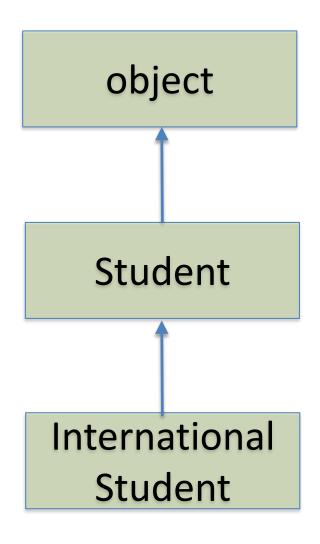
Case 3.
Providing additional methods

In fact, Children are more powerful than the parents.

- They can decide to ignore the parents and do their own thing
- They can have additional methods (behavior)
- They can have additional attributes

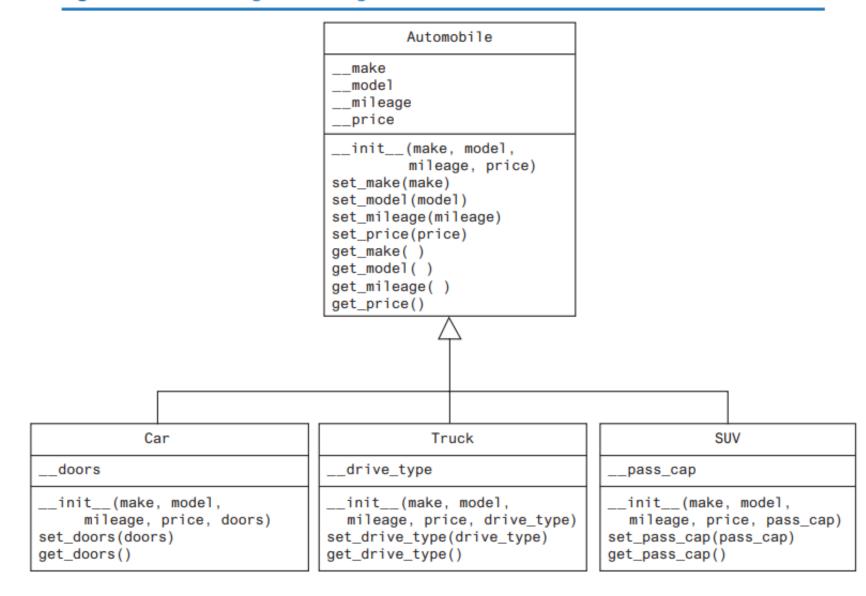
Let us revisit "type" testing (see link below)

```
#====== Testing the types of the instances ===
   # testing its type
    print("What is type of x?")
    print(type(x))
58
59
    print("Is Student a subclass of object?")
    print(issubclass(Student,InternationalStudent))
61
62
    print("Is InternationalStudent a subclass of Student?")
63
    print(issubclass(InternationalStudent,Student))
64
65
    print("Is x an instance of a Student?")
    print(isinstance(x,Student))
67
68
    print("Is x an instance of an InternationalStudent?")
    print(isinstance(x,InternationalStudent))
71
    print("Is x an instance of an object?")
    print(isinstance(x,object))
```



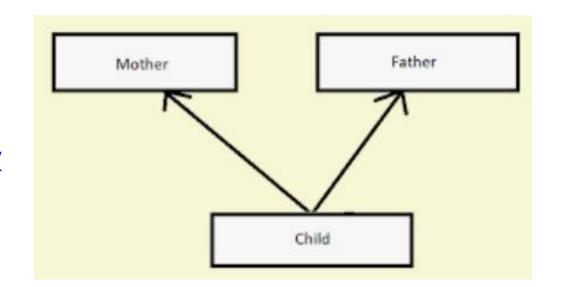
UML diagram showing inheritance

Figure 11-2 UML diagram showing inheritance



Multiple Inheritance

Good article on Multiple inheritance https://data-flair.training/blogs/python-multiple-inheritance/



Python supports Multiple Inheritance as well.

If "Mother" class implements a method in one way, and "Father" class implements the same method in a different way, which method will be inherited by "Child"?

If "Mother" has a variable with one value (x=20) and "Father" has the same variable with a different value (x=30) which value is inherited by "Child"?

Due to such complications, JAVA does not support multiple inheritance. But python supports it through a mechanism called "Method Resolution Order" (MRO)

MRO: Left to right; depth-first

Inheritance Summary

Child has everything a Parent or Grand Parent has.

So, if you write a program for a Parent, it will work fine for Child also.

So, wherever a Parent is expected, you can substitute a Child.

This is called "Principle of Substitutability".

This is also called "Polymorphism".

Programming Assignment 1 and 2 from Chapter 11

Employee (emp_name, emp_no)
ProductionWorker (shift_no, hourly_pay_rate)
ShiftSupervisor (annual_salary, annual_bonus)

- 1. Each class should encapsulate its data
- Each class should have __repr__ and __str__ methods
- 3. Each class should have getters
- Each class should have setters
- 5. Each class should try out creating the instances and printing those instances

