

1. In Python, an abstract superclass is a class that cannot be instantiated directly. This means that you cannot create an object of an abstract superclass. An abstract superclass is used to define the common properties and behavior of a group of classes

Abstract superclasses are useful in following way.

i) They help to reduce code duplication. If you have a group of classes that share a common set of properties and behavior, you can define those properties and behavior in an abstract superclass. This will allow you to avoid duplicating code in each of the subclasses.

ii) Abstract superclasses help to improve the readability and maintainability of code. By defining the common properties and behavior of a group of classes in an abstract superclass, you can make it easier to understand how the classes relate to each other.

iii) Abstract superclasses can help to enforce consistency in your code. By defining the common properties and behavior of a group of classes in an abstract superclass, you can ensure that all of the subclasses behave in a consistent manner. This can help to improve the quality of your code.

from abc import ABC, abstractmethod

```
class Shape(ABC):
```

```
    @abstractmethod
```

```
    def area(self):
```

```
        pass
```

```
    @abstractmethod
```

```
    def perimeter(self):
```

```
        pass
```

```
class Rectangle(Shape):
```

```
    def __init__(self, width, height):
```

```
        self.width = width
```

```
        self.height = height
```

```
    def area(self):
```

```
        return self.width * self.height
```

```
    def perimeter(self):
```

```
        return 2 * (self.width + self.height)
```

```
class Circle(Shape):
```

```
    def __init__(self, radius):
```

```
        self.radius = radius
```

```
    def area(self):
```

```
        return 3.14159 * self.radius * self.radius
```

```
    def perimeter(self):
```

```
        return 2 * 3.14159 * self.radius
```

In this example, we define an abstract superclass Shape that declares two abstract methods area and perimeter. Any subclass of Shape, such as Rectangle and Circle, must implement both area and perimeter methods, or it will raise an error.

The abstract superclass Shape acts as a contract, ensuring that any class inheriting from it provides the necessary methods. Subclasses Rectangle and Circle implement the area and perimeter methods, making them concrete classes.

2.

When a class statement's top level contains a basic assignment statement, it creates a class attribute with the specified value. Class attributes are variables that are associated with the class itself rather than with instances of the class. They are shared among all instances of the class and are accessible using the class name or any instance of the class.

Here's an example to illustrate what happens when a class statement's top level contains a basic assignment statement:

```
class MyClass:
    class_attribute = "This is a class attribute"

    def __init__(self, instance_attribute):
        self.instance_attribute = instance_attribute

# Accessing the class attribute
print(MyClass.class_attribute) # Output: "This is a class attribute"

# Creating instances of MyClass
obj1 = MyClass("Instance 1")
obj2 = MyClass("Instance 2")

# Accessing the class attribute through instances
print(obj1.class_attribute) # Output: "This is a class attribute"
print(obj2.class_attribute) # Output: "This is a class attribute"
```

In the above example, the MyClass class contains a basic assignment statement `class_attribute = "This is a class attribute"` at the top level of the class. This creates a class attribute named `class_attribute` with the value "This is a class attribute".

When we access the class attribute using `MyClass.class_attribute`, we get the value of the class attribute, which is "This is a class attribute".

Additionally, when we create instances of the MyClass class (`obj1` and `obj2`), we can access the class attribute through the instances as well (`obj1.class_attribute`, `obj2.class_attribute`). Since class attributes are shared among all instances, they have the same value for all instances.

3. A class needs to manually call its superclass's `init` method to initialize the superclass's attributes. When you create an object of a subclass, the Python interpreter will first call the subclass's `init` method. The subclass's `init` method can then call the superclass's `init` method to initialize the superclass's attributes.

In Python, when you create a subclass that inherits from a superclass, the subclass does not automatically call the superclass's `__init__` method. It is the responsibility of the subclass to explicitly call the `__init__` method of the superclass if it wants to initialize the attributes and behavior inherited from the superclass.

The reason for this is that a subclass may have additional attributes or require additional setup that is specific to its own context. By explicitly calling the superclass's `__init__` method, the subclass can ensure that the initialization code defined in the superclass is executed

For example, the following code defines a subclass of `Shape` called `Circle`:

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

    def draw(self):
        print("Drawing a circle with radius:", self.radius)

    def get_area(self):
        return math.pi * self.radius ** 2
```

The `Circle` class inherits from `Shape`. This means that it has all of the properties and behavior of `Shape`. In addition, the `Circle` class has its own `radius` attribute.

When you create a new `Circle` object, the Python interpreter will first call the `Circle` class's `__init__` method. The `Circle` class's `__init__` method will then call the `Shape` class's `__init__` method to initialize the `Shape` class's attributes.

The `Shape` class's `__init__` method doesn't have any arguments, so the `Circle` class's `__init__` method doesn't need to pass any arguments to the `Shape` class's `__init__` method. Here is an example of how to create a new `Circle` object:

```
circle = Circle(5)
```

The output of the code is:

```
Drawing a circle with radius: 5
```

As you can see, the `Shape` class's `__init__` method is called when you create a new `Circle` object. This ensures that the `Shape` class's attributes are initialized before the `Circle` class's attributes are initialized.

4.

To augment, instead of completely replacing, an inherited method in a subclass, you can call the superclass's method within the subclass's method and then add any additional functionality specific to the subclass. This process is commonly known as method overriding with super.

In Python, you can use the `super()` function to access the superclass's methods and attributes. The `super()` function returns a temporary object of the superclass, allowing you to call its methods and pass the necessary arguments

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

    def make_sound(self):
        print("Animal sound")

class Dog(Animal):
    def __init__(self, name, breed):
        super().__init__(name)

        # Additional attribute specific to Dog
        self.breed = breed

    def make_sound(self):
        super().make_sound() # Call the superclass's make_sound
        method print("Woof! Woof!")

# Creating an instance of Dog
dog = Dog("Buddy", "Labrador")

print(dog.name) # Output: Buddy
print(dog.breed) # Output: Labrador

dog.make_sound()

# Output:
# Animal sound
# Woof! Woof!
```

In this example, the 'Animal' class has an '`__init__`' method and a `make_sound` method. The Dog class is a subclass of Animal and has its own `__init__` method and `make_sound` method.

In the Dog class's `__init__` method, we use `super().__init__(name)` to call the superclass Animal's '`__init__`' method. This ensures that the name attribute from the Animal class is initialized properly.

In the 'make_sound' method of the Dog class, we call 'super()'. 'make_sound()' to invoke the 'make_sound' method of the superclass Animal. After that, we add the specific sound for the Dog class.

5.

The local scope of a class and the local scope of a function in Python are different in terms of their purpose, behavior, and what variables are accessible within each scope.

Local Scope of a Class:

- i) Class scope is associated with the class definition and exists throughout the entire class block.
- ii) Variables defined within the class scope are considered class-level variables or class attributes. These attributes are accessible to all methods of the class and can be accessed using the self keyword or the class name.
- iii) Class attributes are shared among all instances of the class, meaning their values are the same for all objects created from the class.
- iv) Class scope is mainly used to define attributes and methods that are common to all instances of the class.

Example of class scope:

```
class MyClass:
```

```
    class_variable = "I am a class attribute"
```

```
    def __init__(self, instance_variable):
```

```
        self.instance_variable = instance_variable
```

```
    def method(self):
```

```
        print("This is a class method")
```

Local Scope of a Function:

- i) Function scope is associated with the body of a function and exists only while the function is being executed.
- ii) Variables defined within the function scope are considered local variables and can only be accessed within the function where they are defined.
- iii) Local variables are created and destroyed as the function is called and finishes its execution. They are not accessible outside the function.
- iv) Function scope is used for defining variables that are only needed within the function's logic and do not have significance beyond that scope.

Example of function scope:

```
def my_function():
```

```
    local_variable = "I am a local variable"
```

```
    print(local_variable)
```