Inheritance and Polymorphism

Inheritance and Polymorphism

The power of OOP

Review of OOP

```
Person
    firstName: str
    lastName: str
    birthYear: int
   birthMonth: int
    birthDay: int
__init__(name="", DOB="")
 _str_(): returns str
     setName(name)
      setDOB(DOB)
getName(): returns str
getDOB(): returns str
canVote(): returns bool
```

Review of OOP

```
Person
    firstName: str
    lastName: str
    birthYear: int
   birthMonth: int
    birthDay: int
__init__(name="", DOB="")
 _str_(): returns str
     setName(name)
      setDOB(DOB)
getName(): returns str
getDOB(): returns str
canVote(): returns bool
```

https://yuml.me/

class Person():

```
class Person():
    """ Docstring for Person here """
```

```
class Person():
    """ Docstring for Person here """
    def __init__(self):
```

```
class Person():
    """ Docstring for Person here """
    def __init__(self):
        """ Docstring for constructor here """
```

```
class Person():
    """ Docstring for Person here """
    def __init__(self):
        """ Docstring for constructor here """
        self.firstName = ""
```

```
class Person():
    """ Docstring for Person here """
    def __init__(self):
        """ Docstring for constructor here """
        self.firstName = ""
        self.lastName = ""
```

```
class Person():
    """ Docstring for Person here """
    def __init__(self):
        """ Docstring for constructor here """
        self.firstName = ""
        self.lastName = ""
        self.birthMonth = 0
```

```
class Person():
    """ Docstring for Person here """
    def __init__(self):
        """ Docstring for constructor here """
        self.firstName = ""
        self.lastName = ""
        self.birthMonth = 0
        self.birthDay = 0
```

```
class Person():
    """ Docstring for Person here """
    def __init__(self):
        """ Docstring for constructor here """
        self.firstName = ""
        self.lastName = ""
        self.birthMonth = 0
        self.birthDay = 0
        self.birthYear = 0
```

```
class Person():
    """ Docstring for Person here """
    def __init__(self):
        """ Docstring for constructor here """
        self.firstName = ""
        self.lastName = ""
        self.birthMonth = 0
        self.birthDay = 0
        self.birthYear = 0
        return
```

class Person():

```
class Person():
     :
```

```
class Person():
    :
    def __str__(self):
```

```
class Person():
     :
     def __str__(self):
        """ Docstring for __str__ here """
     return f"{self.firstName} ..."
```

class Person():

```
class Person():
     :
```

```
class Person():
    :
    def setName(self, name):
```

```
class Person():
     :
     def setName(self, name):
        """ Docstring for setName here """
```

```
class Person():
     :
     def setName(self, name):
        """ Docstring for setName here """
     self.firstName = name.split()[0]
```

```
class Person():
    :
    def setName(self, name):
        """ Docstring for setName here """
    self.firstName = name.split()[0]
    self.lastName = name.split()[1]
```

```
class Person():
    :
    def setName(self, name):
        """ Docstring for setName here """
        self.firstName = name.split()[0]
        self.lastName = name.split()[1]
        return
```

class Person():

```
class Person():
     :
     def getName(self):
```

```
class Person():
     :
     def getName(self):
          """ Docstring for getName here """
```

```
class Person():
     :
     def getName(self):
        """ Docstring for getName here """
     return f"{self.firstName} {self.lastName}"
```

The Person class is saved in the person.py file.

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So to use:

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So to use:

import person

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So to use:

```
import person
tyler = person.Person()
```

Re-using a class

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What happens if we want to create a special kind of Person?

Re-using a class

What happens if we want to create a special kind of Person?

Ex: Want a Student class for describing college students?

Student

firstName: str
lastName: str
birthYear: int
birthMonth: int
birthDay: int

__init__(name="", DOB="")
__str__(): returns str
 setName(name)
 setDOB(DOB)
getName(): returns str

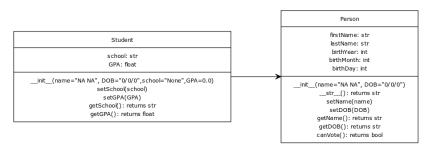
getDOB(): returns str canVote(): returns bool

Student stName:

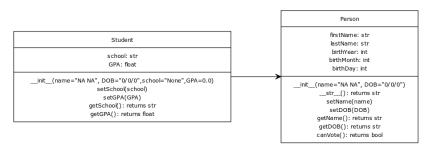
firstName: str
lastName: str
birthYear: int
birthMonth: int
birthDay: int
school: str
GPA: float

getDOB(): returns str
canVote(): returns bool
 setSchool(school)
 setGPA(GPA)

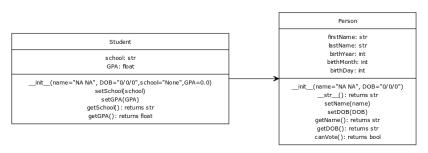
getSchool(): returns str
getGPA(): returns float



CREATED WITH YUML

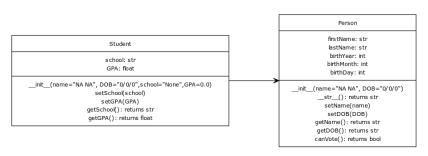


CREATED WITH YUML



CREATED WITH YUML

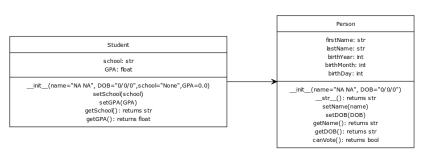
Child class



CREATED WITH YUML

Child class

inherits from



CREATED WITH YUNL

Child class

inherits from

Parent class

 ${\tt import\ person}$

```
import person
class Student(
```

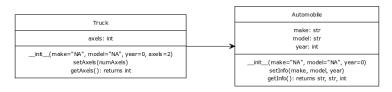
import person
class Student(person.Person

```
import person
class Student( person.Person ):
```

```
import person
class Student( person.Person ):
    """ Docstring for Student here ""
```

```
import person
class Student( person.Person ):
    """ Docstring for Student here """
    def __init__(self, name="", DOB="",
                school="", GPA=0.0):
        """ New constructor here """
        super().__init__(name=name, DOB=DOB)
        # Do extra stuff for Student class here
        return
```

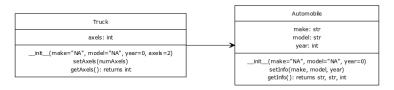
```
import person
class Student( person.Person ):
       Docstring for Student here """
    def __init__(self, name="", DOB="",
                school="", GPA=0.0):
        """ New constructor here """
        super().__init__(name=name, DOB=DOB)
        # Do extra stuff for Student class here
        return
    def setSchool(self, school):
```



myTruck = Truck()
myCar = Automobile()

Based on the above, which of the following are legal?

- 1. myTruck.setInfo("Chevy", "Silverado", 2010)
- 2. myCar.setInfo("Toyota", "Corolla", 2015)
- 3. myTruck.setAxels(2)
- 4. myCar.setAxels(2)

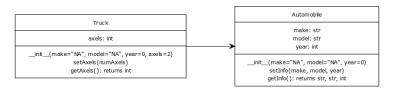


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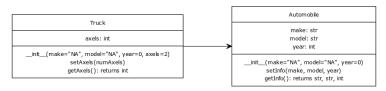


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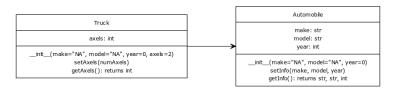
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Perform different tasks with the same command, depending on context:

def read_info_from_user(person):

```
def read_info_from_user(person):
    """ Fill a person's information from keyboard
```

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```
def read_info_from_user(person):
    """ Fill a person's information from keyboard

Args:
    person (Person or child class): blank person
```

```
def read_info_from_user(person):
    """ Fill a person's information from keyboard

Args:
        person (Person or child class): blank person
    """
    person.readInfo()
    return
```

Person class and Student class have different readInfo() methods:

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```
class Person():
    ...
    def readInfo(self):
        """ Read name and DOB from user """
    ...
```

Person class and Student class have different readInfo() methods:

```
class Person():
    . . .
    def readInfo(self):
        """ Read name and DOB from user
class Student(Person):
    def readInfo(self):
            Read name, DOB, school, and GPA
```