Python Programming Inheritance with Static vars

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Static variables!

```
class A:
   shared = 10
   def f(self):
       print(self.shared, A.shared, type(self).shared)
class B(A):
   shared = 5
if name == ' main ':
b = B()
b.f() # 5 10 5
b.shared = 7
   b.f() # 7 10 5
# This is where using self with static vars plays critical role
# Old tip: Access/modify the class attributes using the Class name
# Considering inheritance: type(self) plays a good role here
# Also think if inheritance should have effect or not
# Note: type(self) is same as self. class
  # Better don't access dunder things directly
```

MRO!

 When changing a static variable, you have to remember the MRO rules and what we learned about static vars

```
class A:
          shared = 1
6
      class B(A):
          pass
      class C(A):
10
          pass
11
13
      if name == ' main ':
14
          print(A.shared, B.shared, C.shared) # 1 1 1
15
          A. shared = 3
          print(A.shared, B.shared, C.shared) # 3 3 3
16
      # With MRO: B and C, use A.shared
18
          B.shared = 5 # Now B has its own shared
          print(A.shared, B.shared, C.shared) # 3.5.3
          # Still C with MRO use A. shared
          A. shared = 7
24
          print(A.shared, B.shared, C.shared) # 7.5.7
       # B has its own one. MRO stops directly
```

With static methods

Intuitive, nothing specific

```
class A:
           @staticmethod
           def hello():
               print('hello')
          @staticmethod
9
           def world():
               print('world from A')
      class B(A):
           @staticmethod
           def world():
14
               print('world from B')
16
18
      if
19
           name
                         main ':
                       # hello
           B.hello()
          B.world()
                       # world from B
```

"Acquire knowledge and impart it to the people."

"Seek knowledge from the Cradle to the Grave."