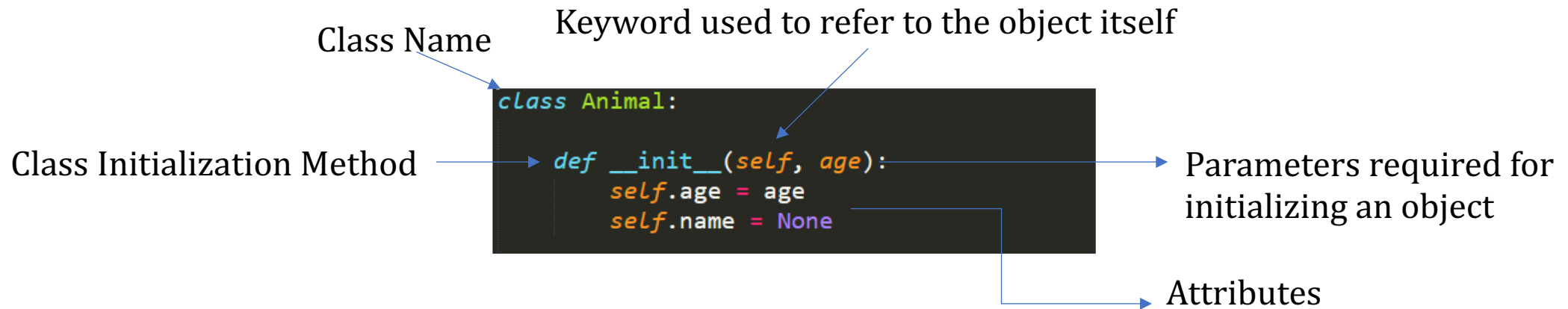




JOHNS HOPKINS
WHITING SCHOOL
of ENGINEERING

EN.540.635
Software Carpentry

Lecture 9
Inheritance | Object-oriented Programming



- All instances of a class have the same names for methods and attributes, but have different values

```
class Animal:

    def __init__(self, age):
        self.age = age
        self.name = None

    def get_age(self):
        return self.age

    def get_name(self):
        return self.name

    def set_age(self, new_age):
        self.age = new_age

    def set_name(self, new_name=""):
        self.name = new_name

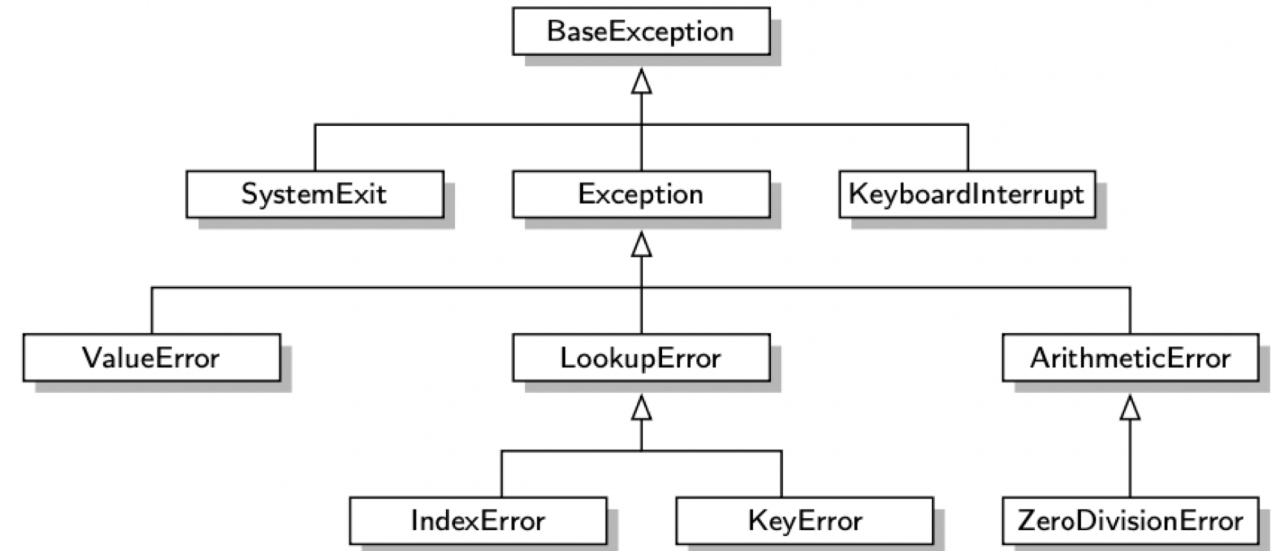
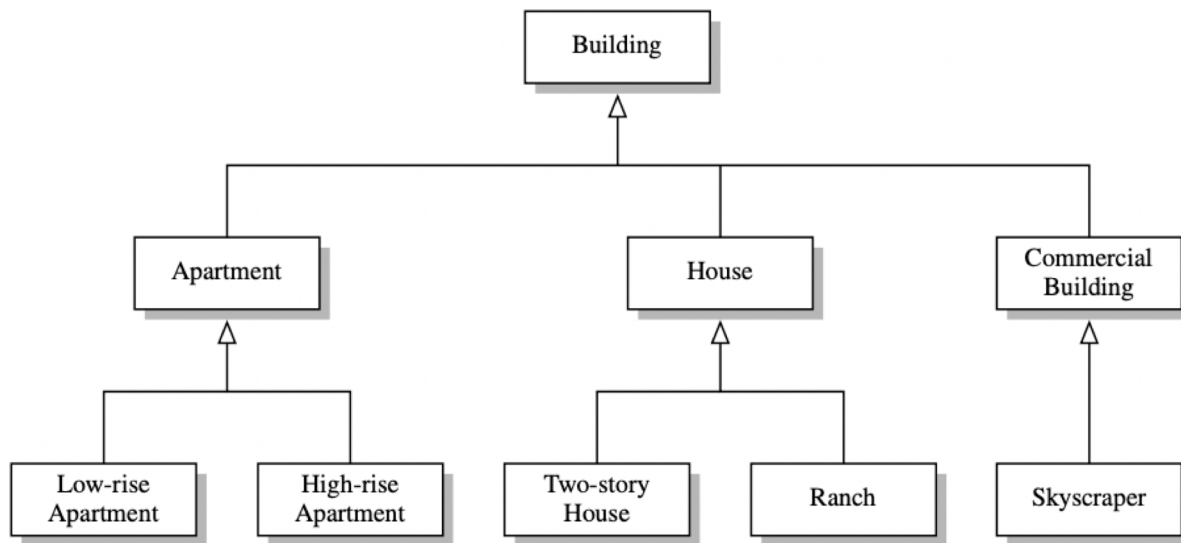
    def __str__(self):
        return "animal: " + str(self.name) + ":" + str(self.age)
```

It's good practice to only modify object attributes using 'getter' and 'setter' functions, as it sticks to the OOP principle of 'Encapsulation'

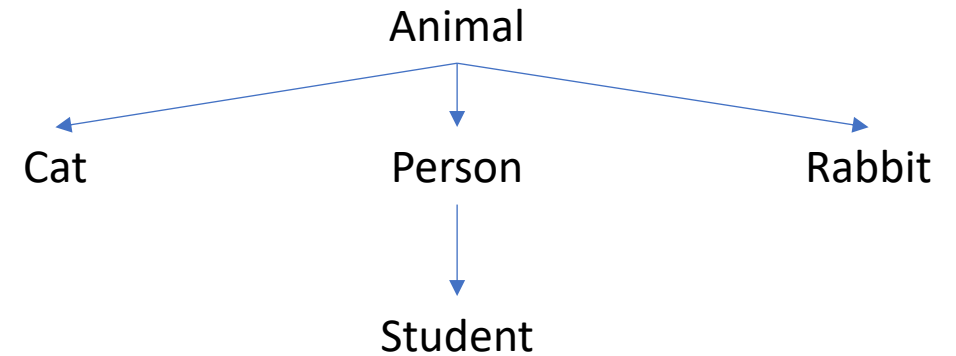
- What if the Animal class was not able to satisfy our requirements?
 - We want something more specific

- The OOP principle of 'Inheritance':
 - Allows us to avoid starting over
 - Build off of existing code and modify it according to our needs

- a *hierarchical* fashion
- a level-by-level manner that goes from specific to more general



- Inheritance allows for creating type 'hierarchies', in which you can create many different related types that inherit different attributes and methods from their parents
 - Parent Class: Super class
 - Child Class: Subclass
 - By default inherits all attributes and methods
 - Can be modified to add more attributes and methods
 - Inherited methods can be overwritten



- The following Class 'Cat' inherits all its attributes and methods from the Animal class

```
class Cat(Animal):  
    def speak(self):  
        print('Meow')  
  
    def __str__(self):  
        return "cat:" + str(self.name) + ":" + str(self.age)
```

- Has an additional methods called speak
- Overwrites the existing '.__str__' method

- `'__init__'` using `super()`.

```
class Person(Animal):  
  
    def __init__(self, name, age):  
        Animal.__init__(self, age)  
        super().__init__(age)  
        self.set_name(name)  
        self.friends = []
```

- The mechanism for calling the inherited constructor relies on the syntax, `super()`.

- Python does not support formal access control
- names beginning with a single underscore are conventionally akin to protected
- names beginning with a double underscore (other than special methods) are akin to private
- ***protected*** (e.g., Java, C++)
 - Members accessible to subclasses, but not to the general public
- **private**
 - Members that are declared as private are not accessible to either

- The Person class also inherits from the Animal class
 - Makes use of the existing ‘__init__’ function
 - Has additional attributes and methods
 - Also modifies the ‘__str__’ function
- Instead of explicitly specifying the parent class the ‘super()’ function can also be used

```
class Person(Animal):  
  
    def __init__(self, name, age):  
        Animal.__init__(self, age)  
        self.set_name(name)  
        self.friends = []  
  
    def get_friends(self):  
        return self.friends  
  
    def add_friend(self, fname):  
        if fname not in self.friends:  
            self.friends.append(fname)  
  
    def speak(self):  
        print('Hello')  
  
    def age_diff(self, other):  
        return abs(self.age - other.age)  
  
    def __str__(self):  
        return "person:" + str(self.name) + ":" + str(self.age)
```

- The Student class inherits from the Person class
- You can also use Animal class functions as well, as the Person class inherits from it
- You can inherit from multiple different classes as well

```
class Student(Person):  
  
    def __init__(self, name, age, major=None, class_id=None):  
        Person.__init__(self, name, age)  
        self.major = major  
        self.id = class_id  
  
    def change_major(self, new_major):  
        self.major = new_major  
  
    def speak(self):  
        r = random.random()  
        if r < 0.25:  
            print("I have homework")  
        elif 0.25 <= r < 0.5:  
            print("I need sleep")  
        elif 0.5 <= r < 0.75:  
            print("I should eat")  
        else:  
            print('I am watching Netflix')  
  
    def __str__(self):  
        return "student:" + str(self.name) + ":" + str(self.age) + \  
            " " + str(self.major)
```

```
class JHU_Course:
    tag = 0

    def __init__(self, name=None, dept=None):
        self.name = name
        self.dept = dept
        self.students = []

    def register(self, student):
        JHU_Course.tag += 1
        student.set_id(JHU_Course.tag)
        self.students.append(student)

    def get_roster(self):
        for student in self.students:
            print(student)
```

```
if __name__ == '__main__':
    divya = Student('Divya', age=24, major='ChemBE')
    print(divya)
    isaiah = Student('isaiah', age=24, major='ChemBE')
    soft_car = JHU_Course('soft_car', 'ChemBE')
    soft_car.register(divya)
    print(divya.get_id())
    soft_car.register(isaiah)
    print(isaiah.get_id())
    soft_car.get_roster()
```

```
student:Divya:24 ChemBE
1
2
student:Divya:24 ChemBE
student:isaiah:24 ChemBE
```

Abstract Base Class (ABC)

- Python supports abstract base class (ABC).
- An abstract base class *cannot be instantiated* (i.e., you cannot directly create an instance of that class),
- but defines common methods that all implementations of the abstraction must have
- An ABC is realized by one or more *concrete classes that inherit from the abstract base class* while providing implementations for those method declared by the ABC

```
Python
class Tree:
    """
    Abstract base class representing a tree structure
    """

    class position:
        """
        An abstraction representing the location of a single element
        """

        def element(self):
            """
            Return the element stored at this Position
            """
            raise NotImplementedError('must be implemented by
subclass')

        def __eq__(self, other):
            raise NotImplementedError
        def __ne__(self, other):
            return not (self == other)

# ----- abstract methods that concrete subclass must
support -----
    def root(self):
        """
        return Position representing the tree's root
        """
        raise NotImplementedError
    def parent(self, p):
        raise NotImplementedError
    def num_children(self, p):
        raise NotImplementedError
    def children(self, p):
        raise NotImplementedError
    def __len__(self):
        raise NotImplementedError

# ----- concrete methods implemented in this class -----
    def is_root(self, p):
        return self.root() == p
    def is_leaf(self, p):
        return self.num_children(p) == 0
    def is_empty(self):
        return len(self) == 0
```