Lecture 19

Subclasses & Inheritance

Announcements for Today

Reading

- Today: Chapter 18
- Online reading for Thursday
- **Prelim, Nov 14th 7:30-9:30**
  - Material up to Thursday
  - Review has been posted
  - Recursion + Loops + Classes
- **Conflict with Prelim time?**
  - Submit to Prelim 2 Conflict assignment on CMS
  - Do not submit if no conflict

Assignments

- A4 will be graded Thursday
  - Survey is still open
- A5 was posted Saturday
  - Much longer assignment
  - Due after the prelim
- Pacing yourself on A5
  - Parts C, D are the longest
  - Try to do Parts A, B today
  - Do Part I before the prelim

A Interesting Challenge

- How do we add new methods to class `Fraction`?
  - Open up the `.py` module and add them!
- But Python has many “built-in” classes
  - **Examples:** string, list, time, date (in datatime)
  - **GUI Examples**: Button, Slider, Image
- What if we want to add methods to these?
  - Where is the module to modify?
  - It is even a good idea to modify it?

An Application

- **Goal**: Presentation program (e.g. PowerPoint)
- **Problem**: There are many types of content
  - **Examples**: text box, rectangle, image, etc.
  - Have to write code to display each one
- **Solution**: Use object oriented features
  - Define class for every type of content
  - Make sure each has a `draw` method:

```
for x in slide[i].contents:
    x.draw(window)
```

Sharing Work

- These classes will have a lot in common
  - Drawing handles for selection
  - Background and foreground color
  - Current size and position
  - And more (see the formatting bar in PowerPoint)
- **Result**: A lot of repetitive code
- **Solution**: Create one class with shared code
  - All content are *subclasses* of the *parent* class

Defining a Subclass

Abbreviate as SC to right

```
class SlideContent(object):
    """Any object on a slide."""
    def __init__(self, x, y, w, h): ...
    def draw_frame(self): ...
    def select(self): ...

class TextBox(SlideContent):
    """An object containing text."""
    def __init__(self, x, y, text): ...
    def draw(self): ...

class Image(SlideContent):
    """An image."""
    def __init__(self, x, y, image_file): ...
    def draw(self): ...
```

Superclass
Parent class
Base class

SlideContent

Subclass
Child class
Derived class

TextBox

Image

SC
__init__(x,y,w,h)
draw_frame()
select()

TextBox(SC)
__init__(x,y,text)
draw()

Image(SC)
__init__(x,y,img_f)
draw()

Class Definition: Revisited

```
class <name>(<superclass>):
    """Class specification"""
    getters and setters
    initializer (__init__)
    definition of operators
    definition of methods
    anything else
```

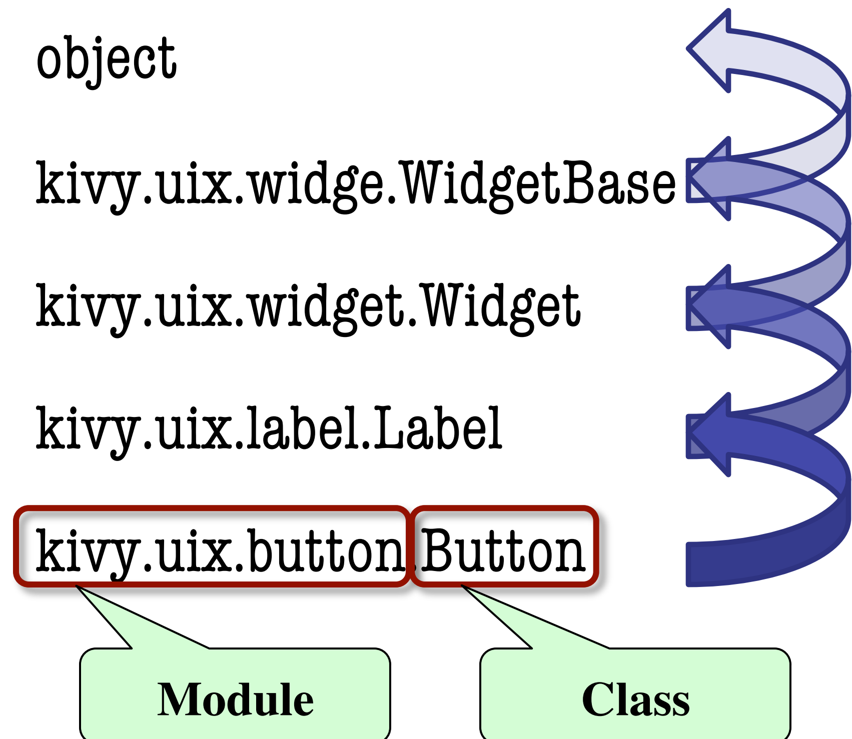
Class type to extend (may need module name)

- Every class must extend *something*
- Previous classes all extended `object`

object and the Subclass Hierarcy

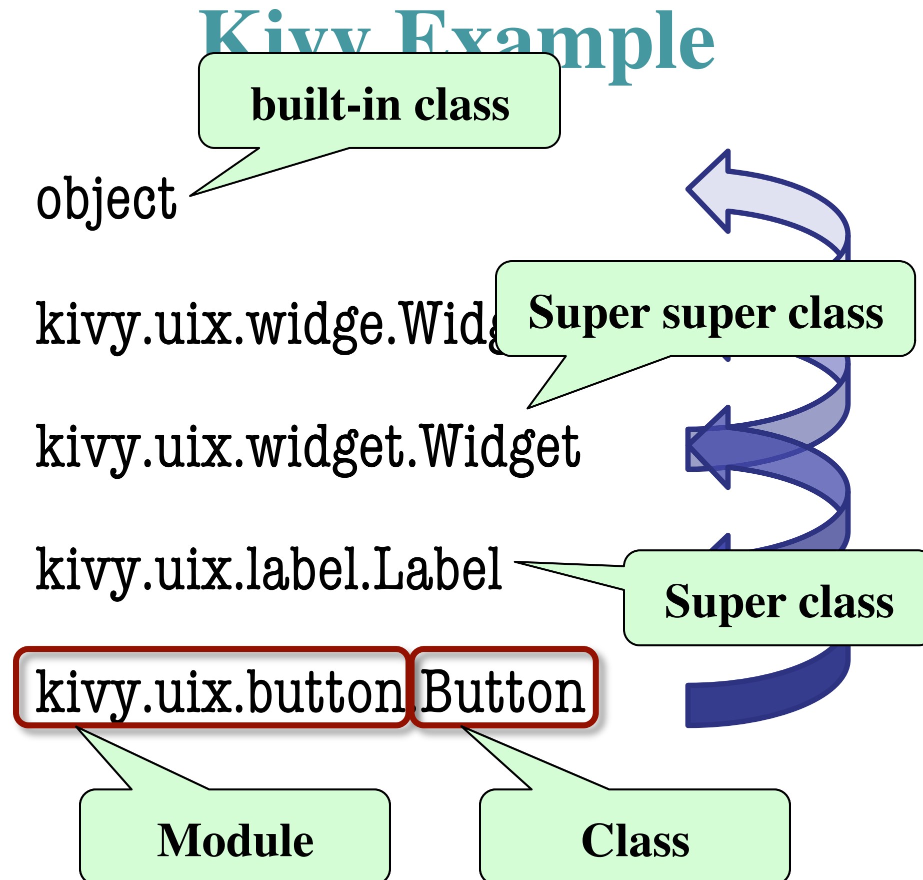
- Subclassing creates a **hierarchy** of classes
  - Each class has its own super class or parent
  - Until object at the "top"
- object has many features
  - Special built-in fields: __class__, __dict__
  - Default operators: __str__, __repr__

Kivy Example



object and the Subclass Hierarcy

- Subclassing creates a **hierarchy** of classes
  - Each class has its own super class or parent
  - Until object at the "top"
- object has many features
  - Special built-in fields: __class__, __dict__
  - Default operators: __str__, __repr__



Name Resolution Revisited

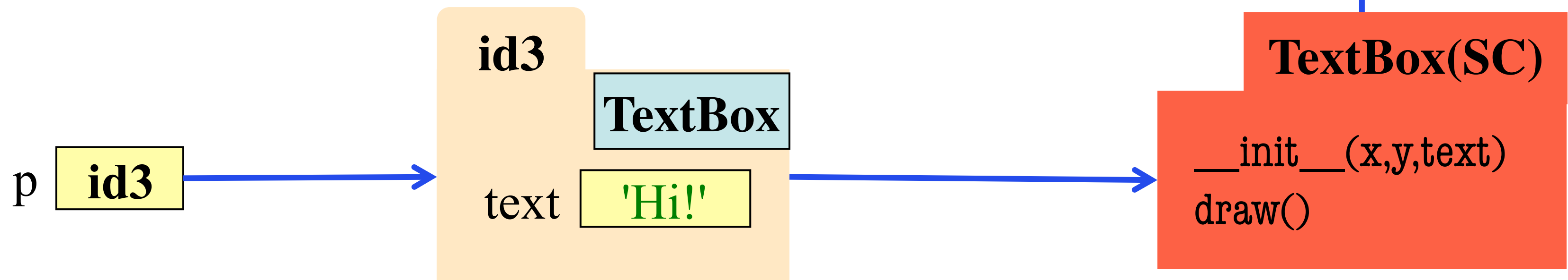
- To look up attribute/method name
  1. Look first in instance (object folder)
  2. Then look in the class (folder)
- Subclasses add two more rules:
  3. Look in the superclass
  4. Repeat 3. until reach `object`

object

????

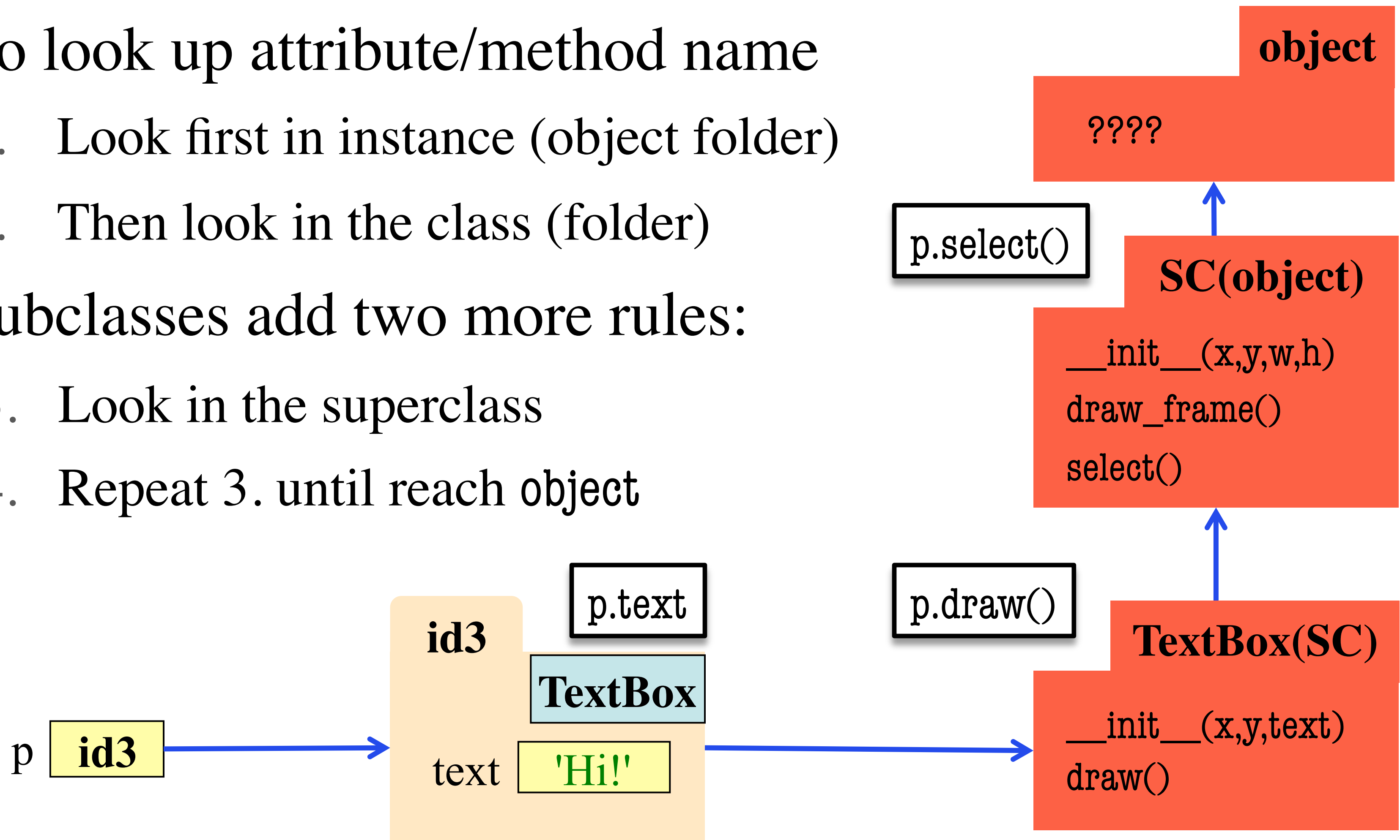
SC(object)

__init__(x,y,w,h)
draw_frame()
select()



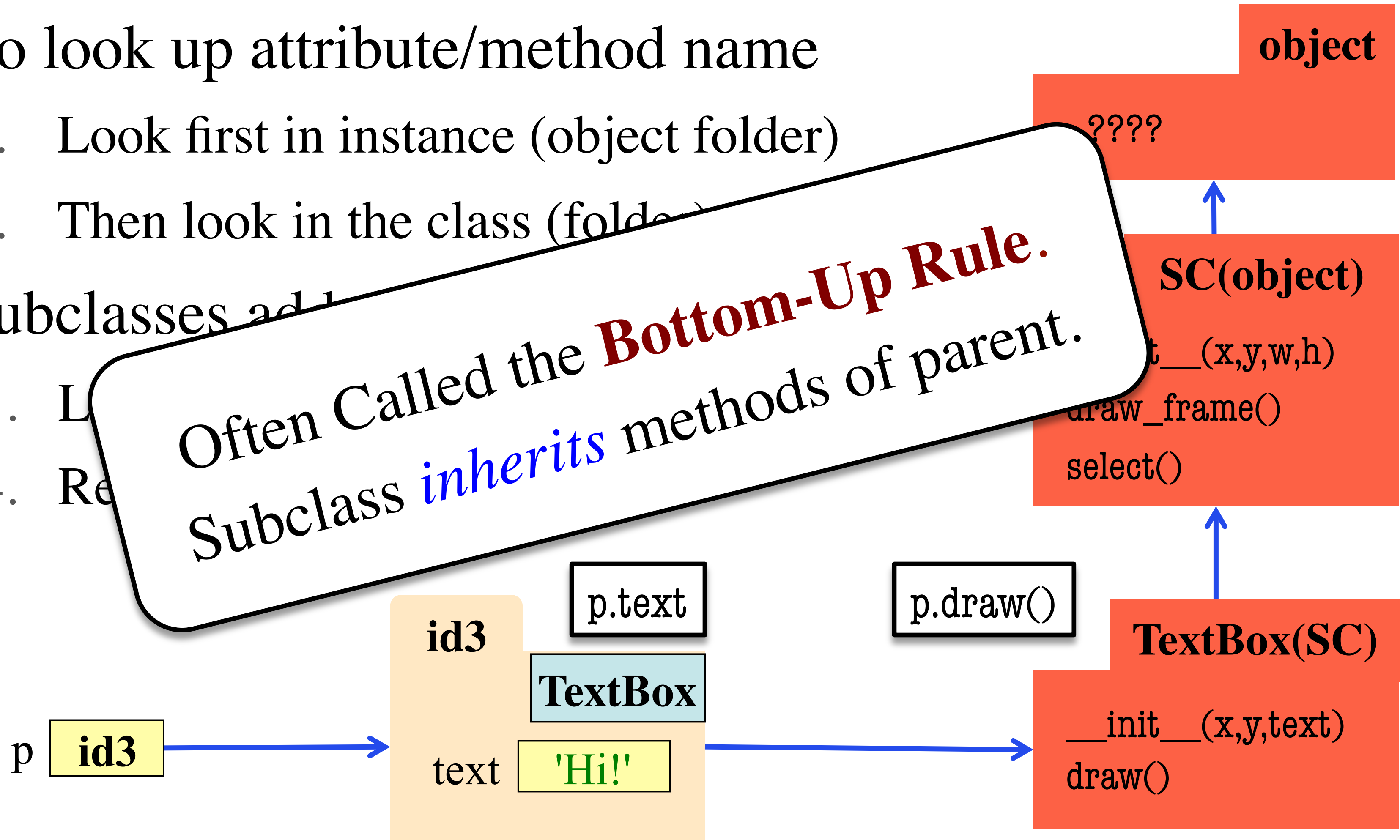
Name Resolution Revisited

- To look up attribute/method name
  1. Look first in instance (object folder)
  2. Then look in the class (folder)
- Subclasses add two more rules:
  3. Look in the superclass
  4. Repeat 3. until reach `object`



Name Resolution Revisited

- To look up attribute/method name
  1. Look first in instance (object folder)
  2. Then look in the class (folder)
- Subclasses ad
  3. L
  4. Re



A Simpler Example

```
class Employee(object):
    """Instance is salaried worker

    INSTANCE ATTRIBUTES:
        name:  full name [string]
        start:  first year hired
                  [int ≥ -1, -1 if unknown]
        salary: yearly wage [float]"""

class Executive(Employee):
    """An Employee with a bonus

    INSTANCE ATTRIBUTES:
        bonus: annual bonus [float]"""
```

object

__init__()
__str__()
__eq__()

Employee

__init__(n,d,s)
__str__()
__eq__()

Executive

__init__(n,d,b)
__str__()
__eq__()

A Simpler Example

```
class Employee(object):
    """Instance is salaried worker

    INSTANCE ATTRIBUTES:
        name:  full name [string]
        start:  first year hired
                [int ≥ -1, -1 if unknown]
        salary: yearly wage [float]"""

class Executive(Employee):
    """An Employee with a bonus

    INSTANCE ATTRIBUTES:
        bonus: annual bonus [float]"""
```

object

__init__()
__str__()
__eq__()

All double underscore methods are in class object

Employee

__init__(n,d,s)
__str__()
__eq__()

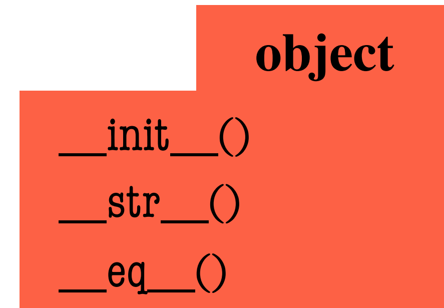
Executive

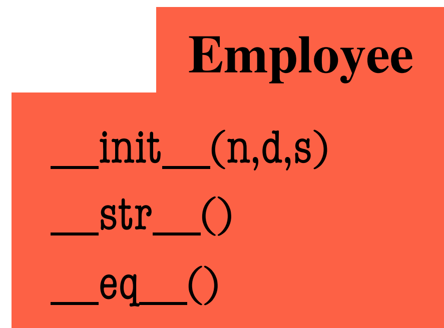
__init__(n,d,b)
__str__()
__eq__()

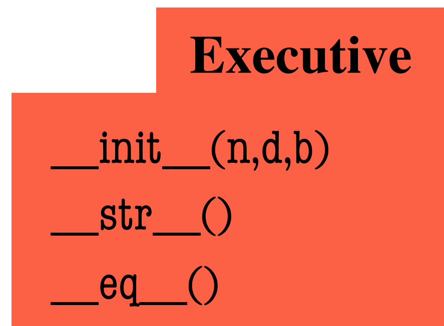
Method Overriding

- Which `__str__` do we use?
  - Start at bottom class folder
  - Find first method with name
  - Use that definition
- New method definitions **override** those of parent
- Also applies to
  - Initializers
  - Operators
  - Properties

} all "methods"







Accessing the "Previous" Method

- What if you want to use the original version method?
  - New method = original+more
  - Do not want to repeat code from the original version
- Call old method **explicitly**
  - Use method as a function
  - Pass object as first argument
- **Example**:
  `Employee.__str__(self)`
- **Cannot do with properties**

object

__init__()
__str__()
__eq__()

Employee

__init__(n,d,s)
__str__()
__eq__()

Executive

__init__(n,d,b)
__str__()
__eq__()

Accessing the "Previous" Method

- What if you want to use the original version method?
  - New method = original+more
  - Do not want to repeat code from the original version
- Call old method **explicitly**
  - Use method as a function
  - Pass object as first argument
- **Example**:
  `Employee.__str__(self)`
- **Cannot do with properties**

```
class Employee(object):
    """An Employee with a salary"""
    …
    def __str__(self):
        return (self.name +
                ', year ' + str(self.start) +
                ', salary ' + str(self.salary))

class Executive(Employee):
    """An Employee with a bonus."""
    …
    def __str__(self):
        return (Employee.__str__(self)
                + ', bonus ' + str(self.bonus) )
```

Primary Application: Initializers

```
class Employee(object):
    ...
    def __init__(self,n,d,s=50000.0):
        self._name = n
        self._start = d
        self._salary = s
```

```
class Executive(Employee):
    ...
    def __init__(self,n,d,b=0.0):
        Employee.__init__(self,n,d)
        self._bonus = b
```

object

__init__()
__str__()
__eq__()

Employee

__init__(n,d,s)
__str__()
__eq__()

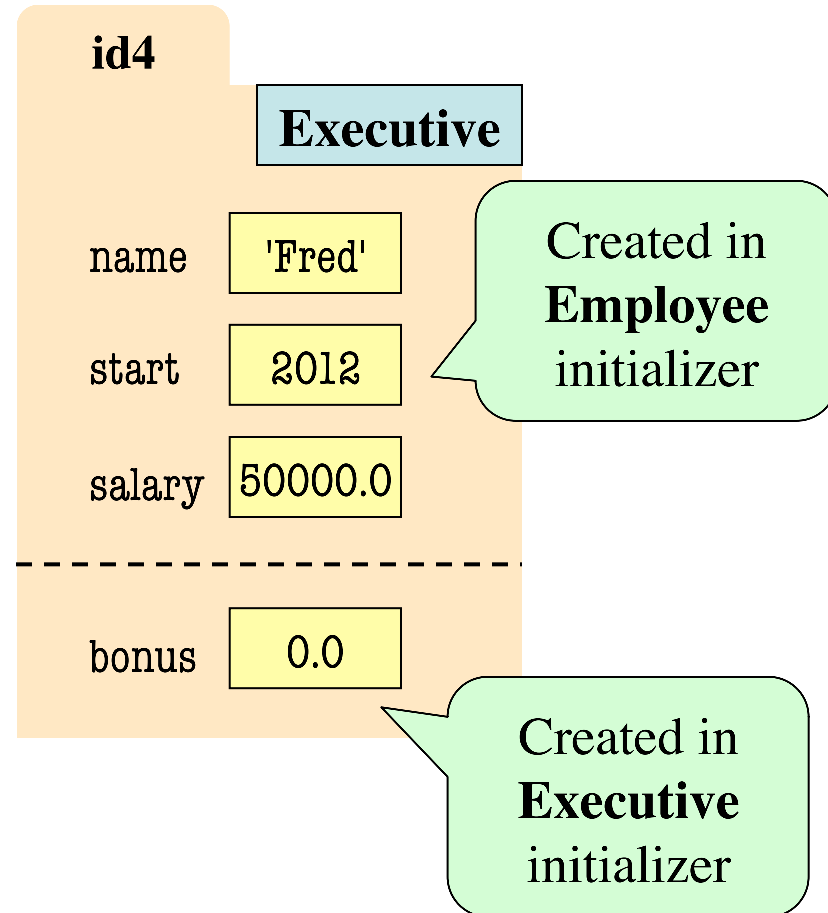
Executive

__init__(n,d,b)
__str__()
__eq__()

Instance Attributes are (Often) Inherited

```
class Employee(object):
    ...
    def __init__(self,n,d,s=50000.0):
        self._name = n
        self._start = d
        self._salary = s
```

```
class Executive(Employee):
    ...
    def __init__(self,n,d,b=0.0):
        Employee.__init__(self,n,d)
        self._bonus = b
```

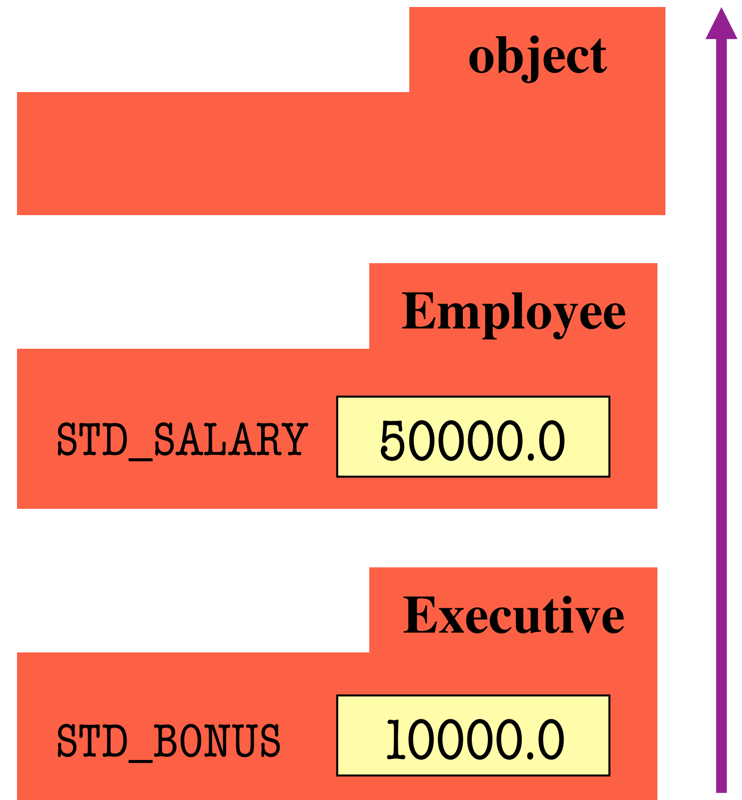


Also Works With Class Attributes

Class Attribute: Assigned outside of any method definition

```
class Employee(object):
    """Instance is salaried worker"""
    # Class Attribute
    STD_SALARY = 50000.0
```

```
class Executive(Employee):
    """An Employee with a bonus."""
    # Class Attribute
    STD_BONUS = 10000.0
```



Name Resolution and Inheritance

```
class A(object):
    x = 3 # Class Attribute
    y = 5 # Class Attribute

    def f(self):
        return self.g()

    def g(self):
        return 10

class B(A):
    y = 4   # Class Attribute
    z = 42  # Class Attribute

    def g(self):
        return 14

    def h(self):
        return 18
```

- Execute the following:

```
>>> a = A()
>>> b = B()
```

- What is value of a.f()?

A: 10
B: 14
C: 5
D: **ERROR**
E: I don't know

Name Resolution and Inheritance

```
class A(object):
    x = 3 # Class Attribute
    y = 5 # Class Attribute

    def f(self):
        return self.g()

    def g(self):
        return 10

class B(A):
    y = 4    # Class Attribute
    z = 42   # Class Attribute

    def g(self):
        return 14

    def h(self):
        return 18
```

- Execute the following:

```
>>> a = A()
>>> b = B()
```

- What is value of a.f()?

A: 10 **CORRECT**
B: 14
C: 5
D: **ERROR**
E: I don't know

Name Resolution and Inheritance

```
class A(object):
    x = 3 # Class Attribute
    y = 5 # Class Attribute

    def f(self):
        return self.g()

    def g(self):
        return 10

class B(A):
    y = 4    # Class Attribute
    z = 42   # Class Attribute

    def g(self):
        return 14

    def h(self):
        return 18
```

- Execute the following:

```
>>> a = A()
>>> b = B()
```

- What is value of b.f()?

A: 10
B: 14
C: 5
D: **ERROR**
E: I don't know

Name Resolution and Inheritance

```
class A(object):
    x = 3 # Class Attribute
    y = 5 # Class Attribute

    def f(self):
        return self.g()

    def g(self):
        return 10

class B(A):
    y = 4    # Class Attribute
    z = 42   # Class Attribute

    def g(self):
        return 14

    def h(self):
        return 18
```

- Execute the following:

```
>>> a = A()
>>> b = B()
```

- What is value of b.f()?

A: 10
B: 14 **CORRECT**
C: 5
D: **ERROR**
E: I don't know

Name Resolution and Inheritance

```
class A(object):
    x = 3 # Class Attribute
    y = 5 # Class Attribute

    def f(self):
        return self.g()

    def g(self):
        return 10

class B(A):
    y = 4    # Class Attribute
    z = 42   # Class Attribute

    def g(self):
        return 14

    def h(self):
        return 18
```

- Execute the following:

```
>>> a = A()
>>> b = B()
```

- What is value of b.x?

A: 4
B: 3
C: 42
D: **ERROR**
E: I don't know

Name Resolution and Inheritance

```
class A(object):
    x = 3 # Class Attribute
    y = 5 # Class Attribute

    def f(self):
        return self.g()

    def g(self):
        return 10

class B(A):
    y = 4    # Class Attribute
    z = 42   # Class Attribute

    def g(self):
        return 14

    def h(self):
        return 18
```

- Execute the following:
  - `>>> a = A()`
  - `>>> b = B()`
- What is value of b.x?

A: 4
B: 3 **CORRECT**
C: 42
D: **ERROR**
E: I don't know

Name Resolution and Inheritance

```
class A(object):
    x = 3 # Class Attribute
    y = 5 # Class Attribute

    def f(self):
        return self.g()

    def g(self):
        return 10

class B(A):
    y = 4    # Class Attribute
    z = 42   # Class Attribute

    def g(self):
        return 14

    def h(self):
        return 18
```

- Execute the following:

```
>>> a = A()
>>> b = B()
```

- What is value of a.z?

A: 4
B: 3
C: 42
D: **ERROR**
E: I don't know

Name Resolution and Inheritance

```
class A(object):
    x = 3 # Class Attribute
    y = 5 # Class Attribute

    def f(self):
        return self.g()

    def g(self):
        return 10

class B(A):
    y = 4    # Class Attribute
    z = 42   # Class Attribute

    def g(self):
        return 14

    def h(self):
        return 18
```

- Execute the following:

```
>>> a = A()
>>> b = B()
```

- What is value of a.z?

A: 4
B: 3
C: 42
D: **ERROR** **CORRECT**
E: I don't know

Properties and Inheritance

- Properties: all or nothing
  - Typically inherited
  - Or fully overridden (both getter and setter)
- When override property, **completely** replace it
  - Cannot use super()
- Very rarely overridden
  - **Exception**: making a property read-only
  - See employee2.py

```
class Employee(object):
    ...
    @property
    def salary(self):
        return self._salary

    @salary.setter
    def salary(self,value):
        self._salary = value


class Executive(Employee):
    ...
    @property   # no setter; now read-only
    def salary(self):
        return self._salary
```