



CLASSES/SUBCLASSES REVIEW

Presented By: Tiffany, Riya, Cornelius, Ian

In This Presentation

Drawing Classes and Subclasses

- We're going to draw class folders and then diagram some code using call frames with classes and subclass

Creating Classes and Subclasses

- We're then going to create a class and two subclasses for practice!



DRAWING PRACTICE

Let's draw folders and call frames together!

Let's Draw This Code

```
1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        | return x*self.y
11
12    def g(self):
13        | return self.x+self.y
```

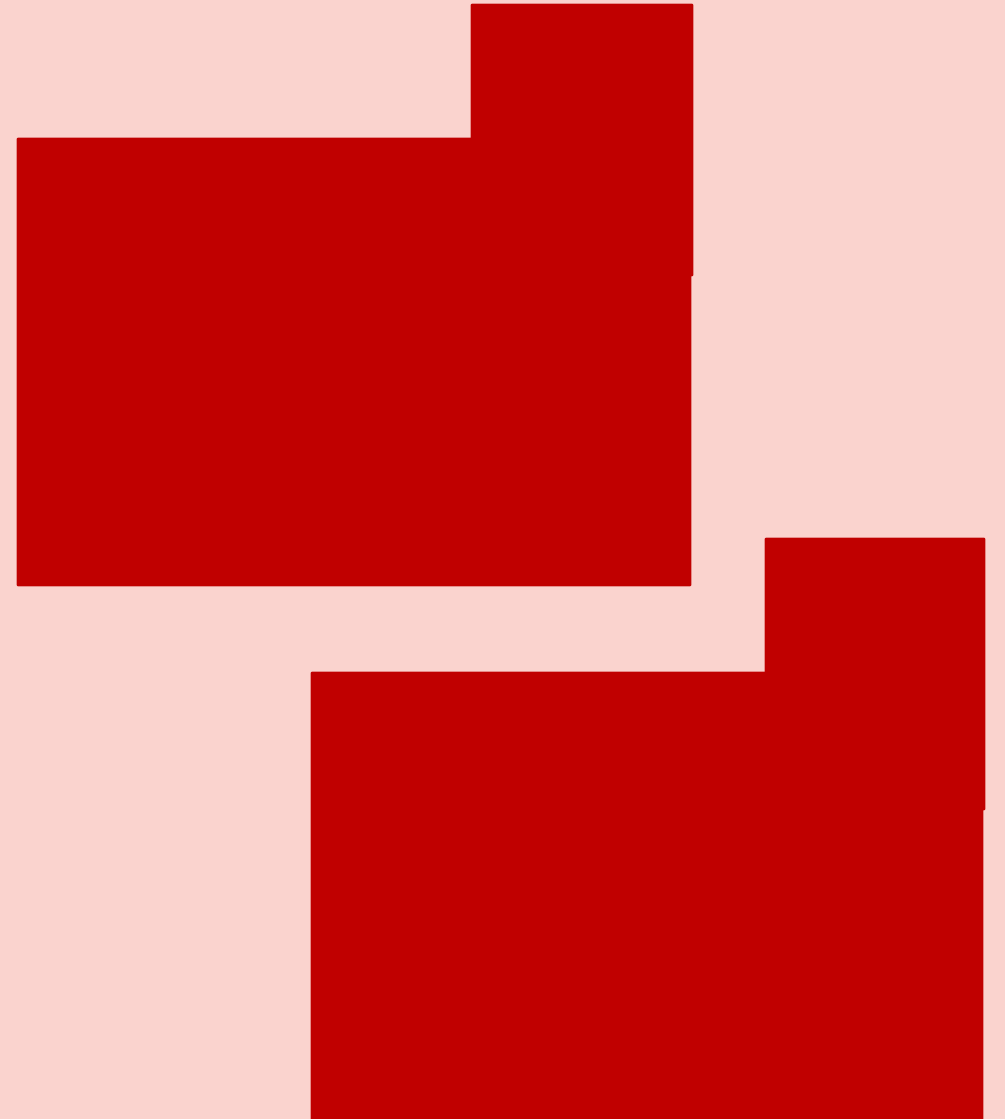
```
15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         | return self.x*self.y
24
25     def h(self):
26         | y = self.x+self.z
27         | return y+self.y
```

Let's Draw This Code

```
1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        return x*self.y
11
12    def g(self):
13        return self.x+self.y
```

```
15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         return self.x*self.y
24
25     def h(self):
26         y = self.x+self.z
27         return y+self.y
```

First, let's draw
the class folders!



Let's Draw This Code

```
1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        return x*self.y
11
12    def g(self):
13        return self.x+self.y
```

```
15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         return self.x*self.y
24
25     def h(self):
26         y = self.x+self.z
27         return y+self.y
```



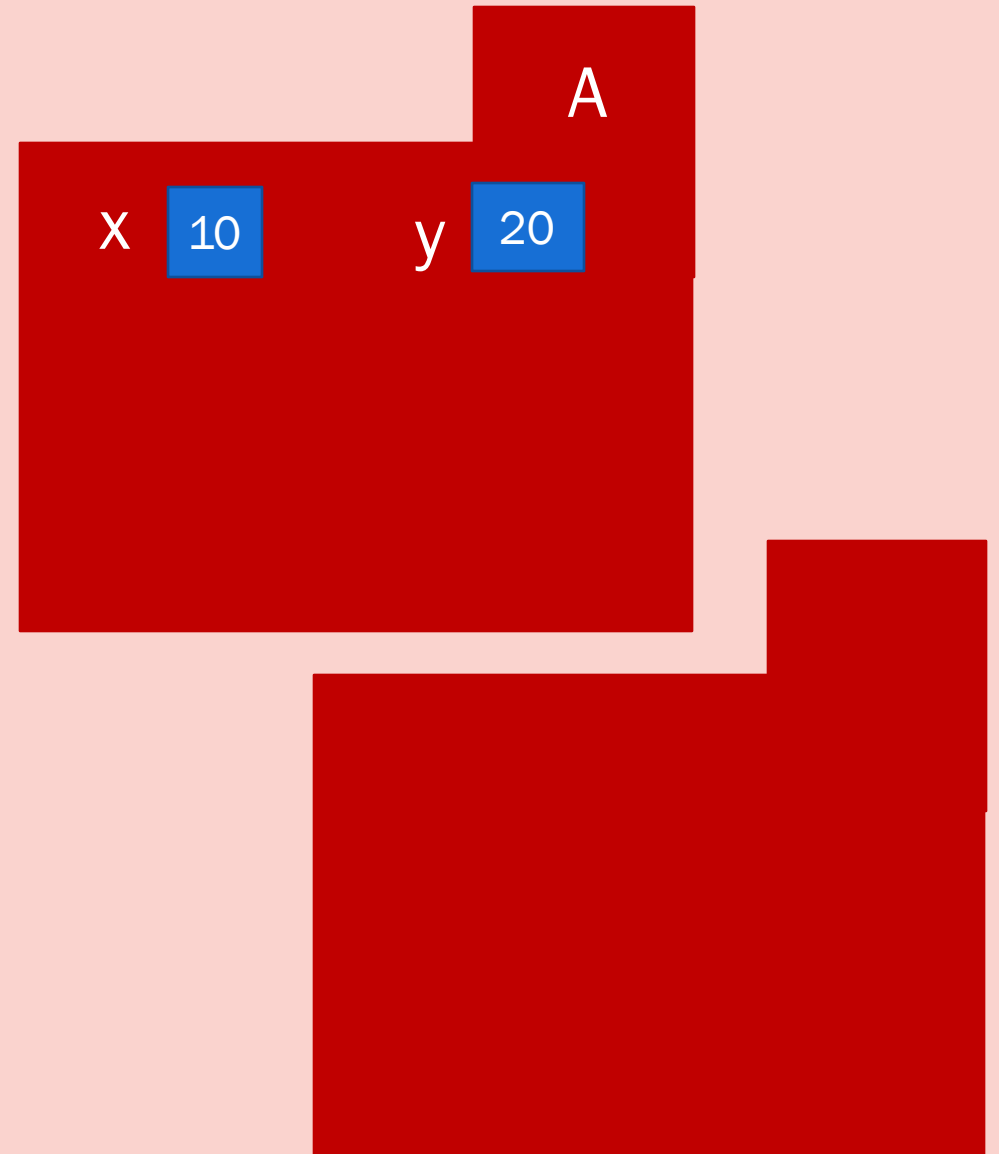
A

Always put class
names in upper
RIGHT tab!

Let's Draw This Code

```
1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        return x*self.y
11
12    def g(self):
13        return self.x+self.y
```

```
15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         return self.x*self.y
24
25     def h(self):
26         y = self.x+self.z
27         return y+self.y
```

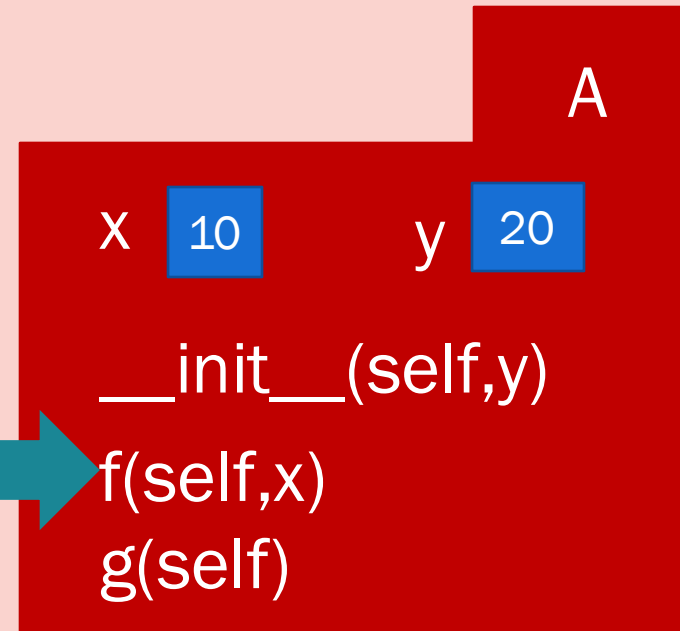


Then, add class
attributes

Let's Draw This Code

```
1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        return x*self.y
11
12    def g(self):
13        return self.x+self.y
```

```
15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         return self.x*self.y
24
25     def h(self):
26         y = self.x+self.z
27         return y+self.y
```



Next, add it methods

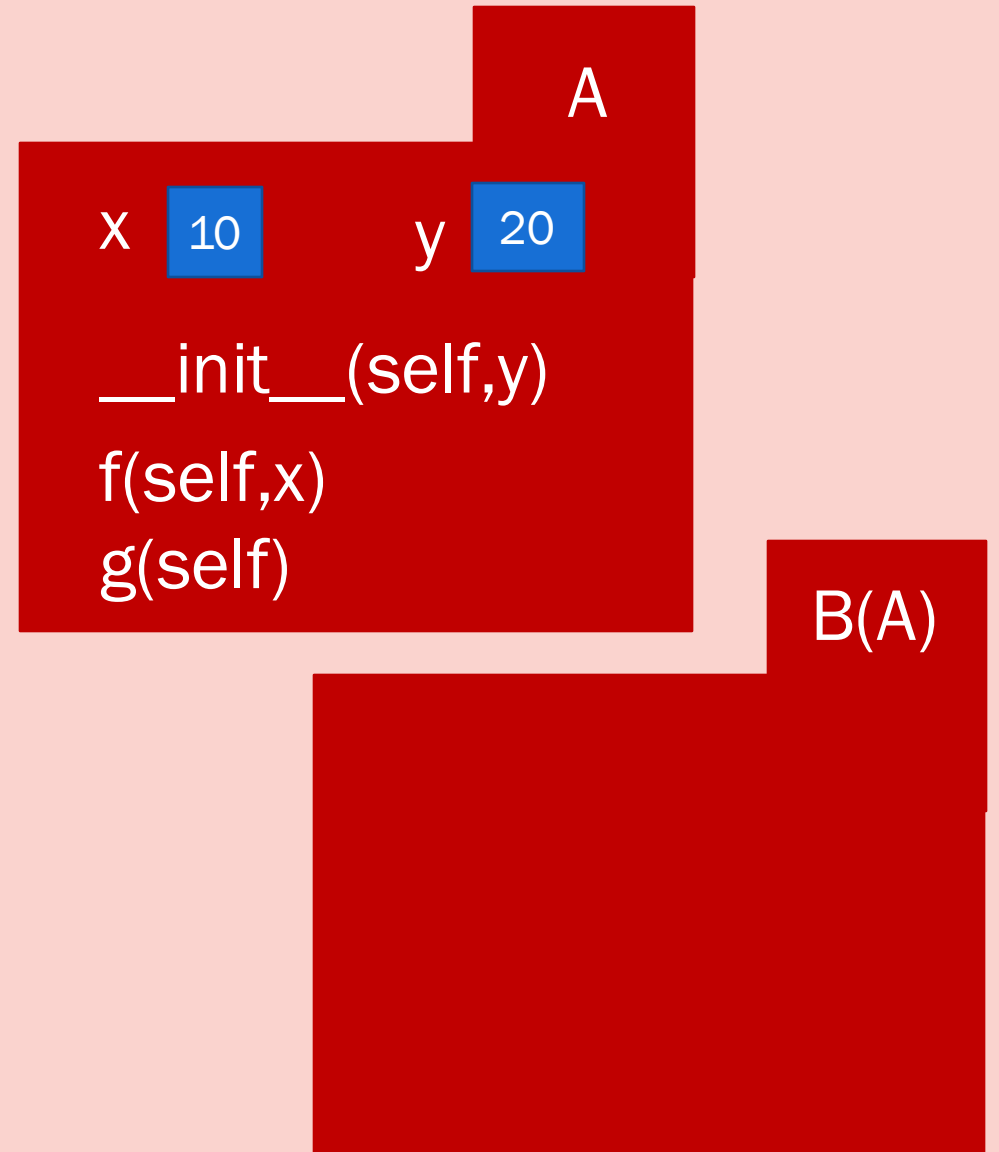
Then, the folder for A
is done!

Notice: f(self,x=5) is
also acceptable, but
f(self) is NOT!

Let's Draw This Code

```
1 class A(object):  
2     x = 10  
3     y = 20  
4  
5     def __init__(self,y):  
6         self.z = y  
7         self.x = self.f()  
8  
9     def f(self,x=5):  
10        return x*self.y  
11  
12    def g(self):  
13        return self.x+self.y
```

```
15 class B(A):  
16     x = 20  
17  
18     def __init__(self,x,y):  
19         self.y = x  
20         super().__init__(x)  
21  
22     def f(self):  
23         return self.x*self.y  
24  
25     def h(self):  
26         y = self.x+self.z  
27         return y+self.y
```



Let's do the same for B!

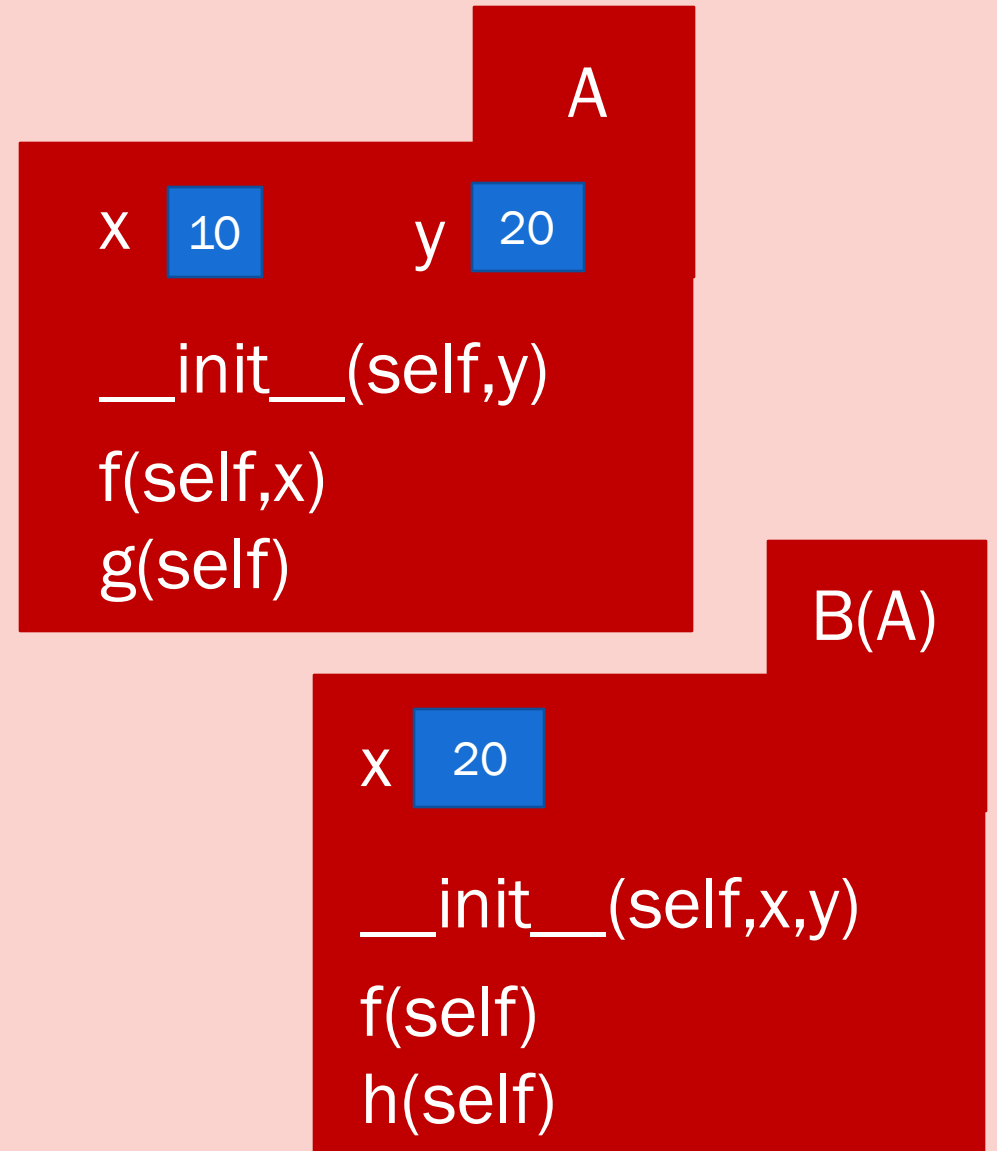
Add the name of the class to upper right tab.

Let's Draw This Code

```
1 class A(object):  
2     x = 10  
3     y = 20  
4  
5     def __init__(self,y):  
6         self.z = y  
7         self.x = self.f()  
8  
9     def f(self,x=5):  
10        return x*self.y  
11  
12    def g(self):  
13        return self.x+self.y
```

```
15 class B(A):  
16     x = 20  
17  
18     def __init__(self,x,y):  
19         self.y = x  
20         super().__init__(x)  
21  
22     def f(self):  
23         return self.x*self.y  
24  
25     def h(self):  
26         y = self.x+self.z  
27         return y+self.y
```

Then, add our
methods and
class variables!



Class vs. Object Folders

Class Folders

1. These folders are RED and have the tab in the upper RIGHT corner
2. These folders DO NOT have ID's (the name of the class goes in the tab)
3. These folders contain methods and variables.

Object Folders

1. These folders are cream colored/yellow and have their tab in the upper LEFT corner
2. These folders DO have ID's and the ID goes in the tab
3. These folders only contain variables (not methods)

So...When Drawing a Class Folder

- First put the name of the class in the upper RIGHT corner
 - If the class has a super class, represent this by writing the name of the super class in parentheses next to the class's name
- Then, put class variable names and values in the folder.
- Finally, put method names in the folder.

Let's Draw This Call With Our Code

```
>>> b = B(1,7)
```

```
1 class A(object):  
2     x = 10  
3     y = 20  
4  
5     def __init__(self,y):  
6         self.z = y  
7         self.x = self.f()  
8  
9     def f(self,x=5):  
10        | return x*self.y  
11  
12     def g(self):  
13        | return self.x+self.y
```

```
15 class B(A):  
16     x = 20  
17  
18     def __init__(self,x,y):  
19         self.y = x  
20         super().__init__(x)  
21  
22     def f(self):  
23         return self.x*self.y  
24  
25     def h(self):  
26         y = self.x+self.z  
27         return y+self.y
```

Global Space

Call Stack

Heap Space

Sorry the
orientation is
wacky; it's hard to
fit this all on one
slide!

```
1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        return x*self.y
11
12    def g(self):
13        return self.x+self.y
```

```
15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         return self.x*self.y
24
25     def h(self):
26         y = self.x+self.z
27         return y+self.y
```

```
>>> b = B(1,7)
```

Global Space

Call Stack

This is a Constructor call

When Python sees one of these, it makes a folder for this object (gives it an ID in top left and puts the name of class in the right).

Then, it calls the `__init__` method to populate the folder (next slide)

Heap Space

id1

B

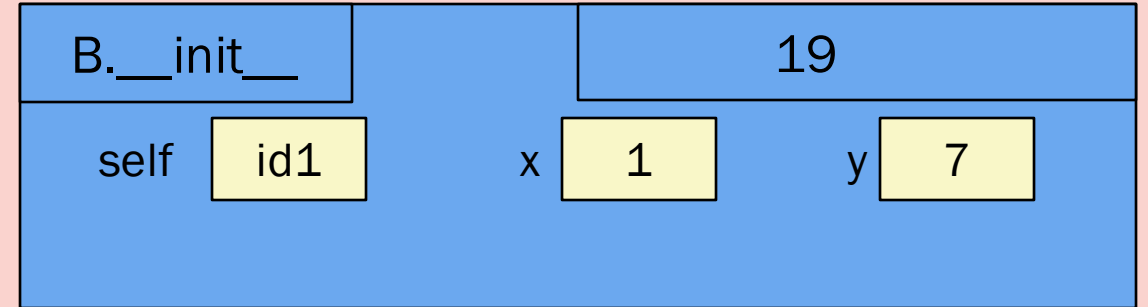
```
>>> b = B(1,7)
```

```
15 class B(A):  
16     x = 20  
17  
18     def __init__(self,x,y):  
19         self.y = x  
20         super().__init__(x)  
21  
22     def f(self):  
23         return self.x*self.y  
24  
25     def h(self):  
26         y = self.x+self.z  
27         return y+self.y
```

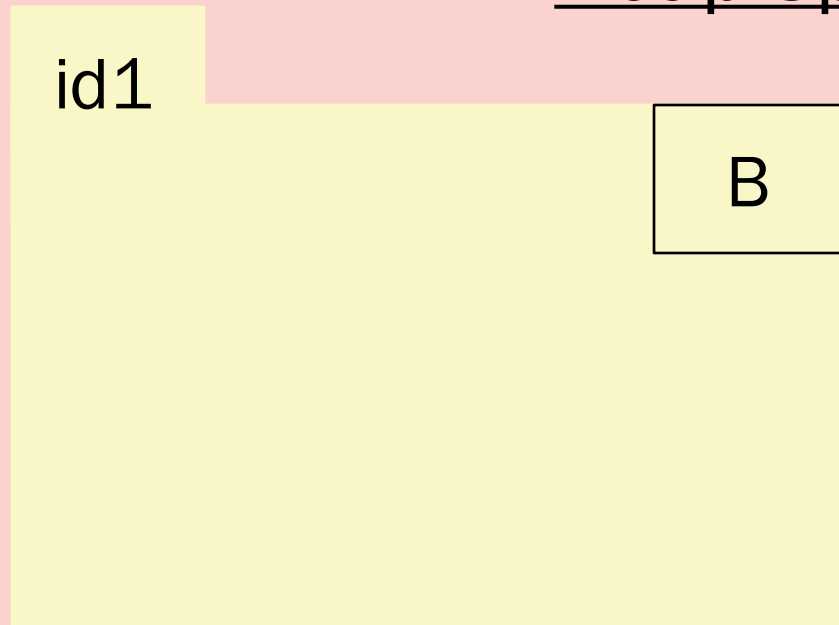
```
1 class A(object):  
2     x = 10  
3     y = 20  
4  
5     def __init__(self,y):  
6         self.z = y  
7         self.x = self.f()  
8  
9     def f(self,x=5):  
10        return x*self.y  
11  
12     def g(self):  
13        return self.x+self.y
```


Global Space

Call Stack



Heap Space



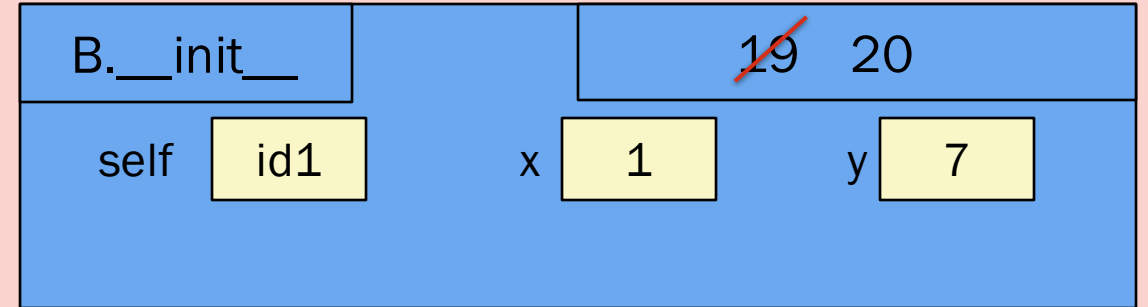
```
1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        return x*self.y
11
12    def g(self):
13        return self.x+self.y
```

```
15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         return self.x*self.y
24
25     def h(self):
26         y = self.x+self.z
27         return y+self.y
```

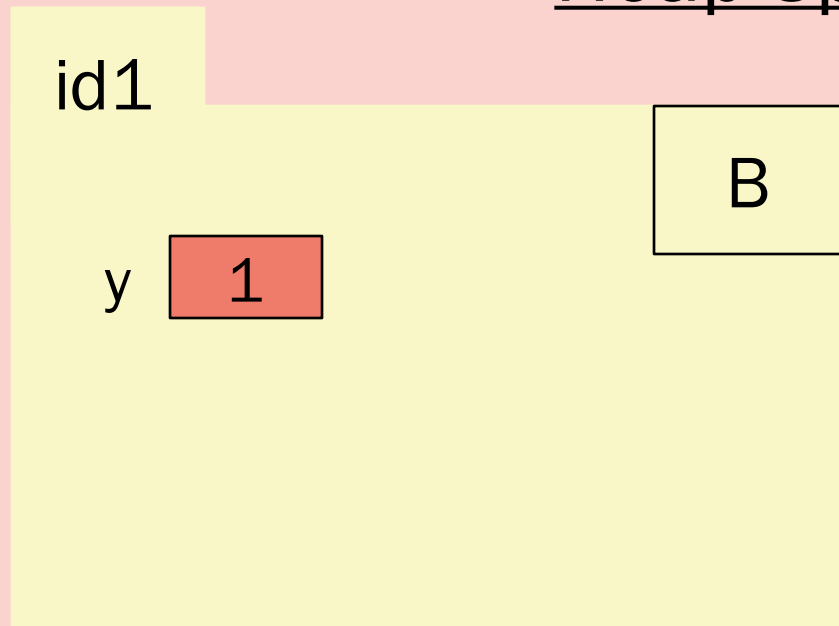
>>> b = B(1,7)

Global Space

Call Stack



Heap Space



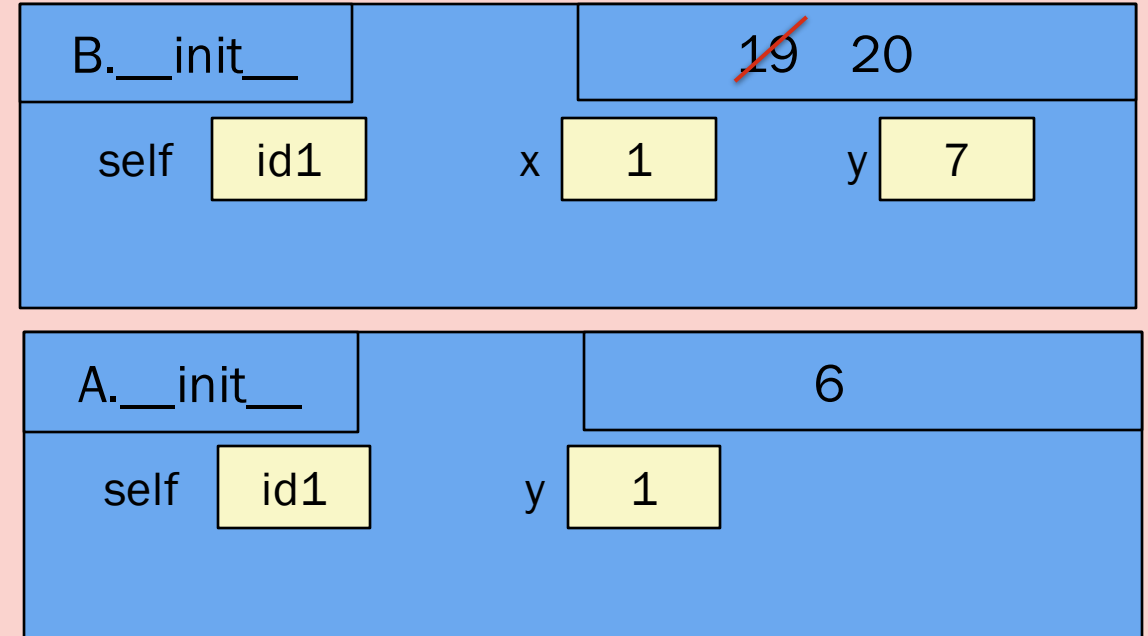
```
>>> b = B(1,7)
```

```
1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        return x*self.y
11
12    def g(self):
13        return self.x+self.y
```

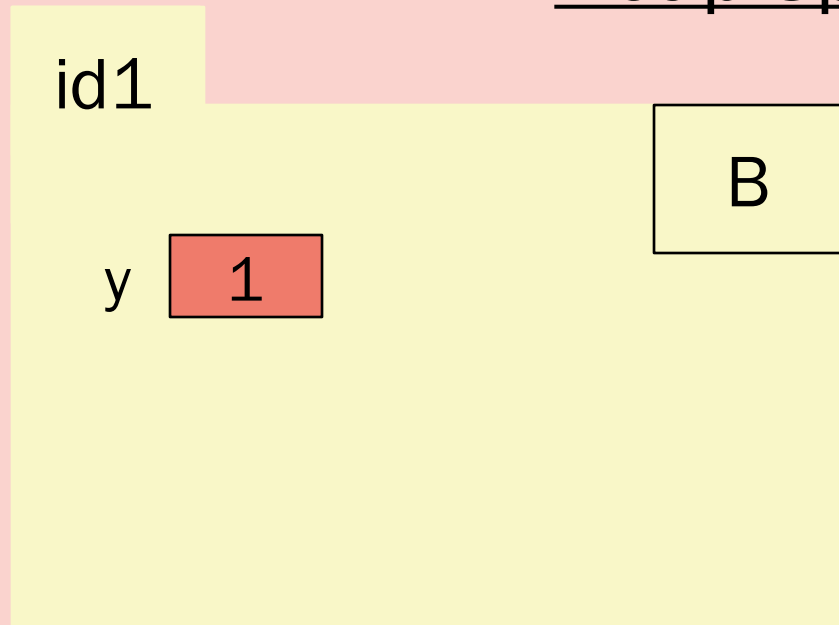
```
15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         return self.x*self.y
24
25     def h(self):
26         y = self.x+self.z
27         return y+self.y
```

Global Space

Call Stack



Heap Space



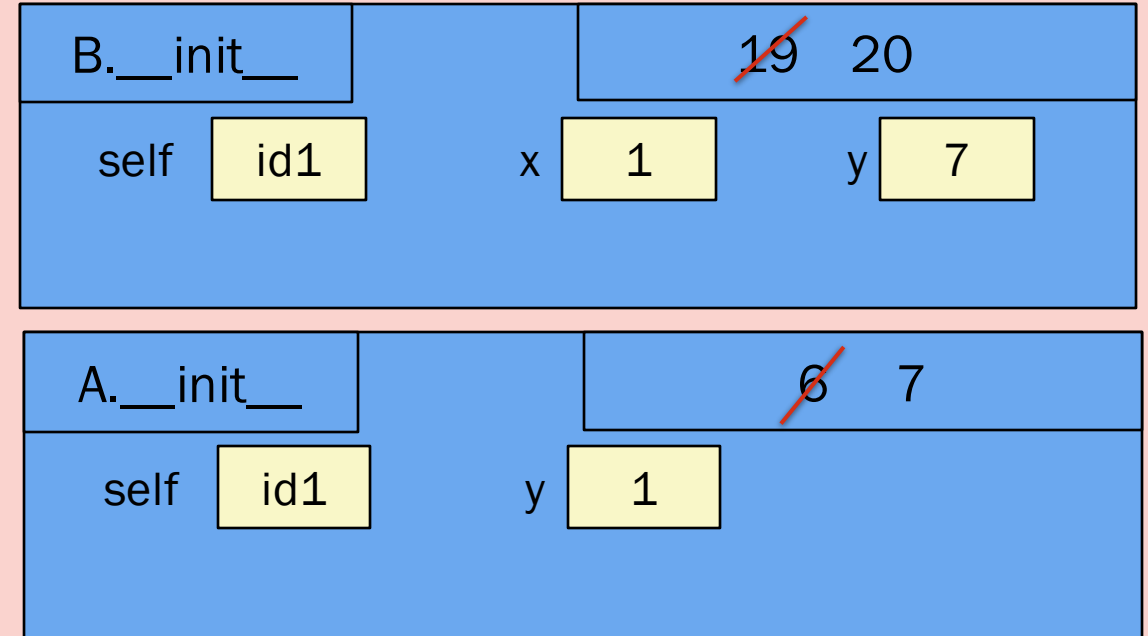
```
>>> b = B(1,7)
```

```
1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        return x*self.y
11
12    def g(self):
13        return self.x+self.y
```

```
15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         return self.x*self.y
24
25     def h(self):
26         y = self.x+self.z
27         return y+self.y
```

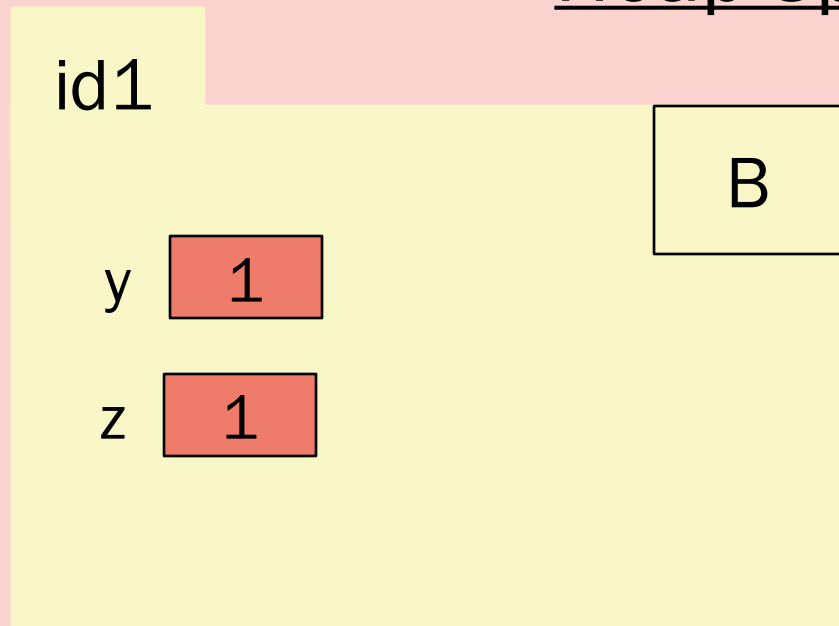
Global Space

Call Stack



Wait! Which f() is called?

Heap Space



```
>>> b = B(1,7)
```

```
1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        return x*self.
11
12    def g(self):
13        return self.x+self.y
```

```
15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         return self.x*self.y
24
25     def h(self):
26         y = self.x+self.z
27         return y+self.y
```

Overriding

◦ Definition – when a method exists in a superclass and we

define it in the subclass as well.

- So, `f()` is overridden in given code because it exists in A, and we define a different version in B
- Can be done with other methods, too (like `__init__`, `__eq__`, etc.)
- Which version is called though?

```
1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        | return x*self.y
11
12    def g(self):
13        | return self.x+self.y
```

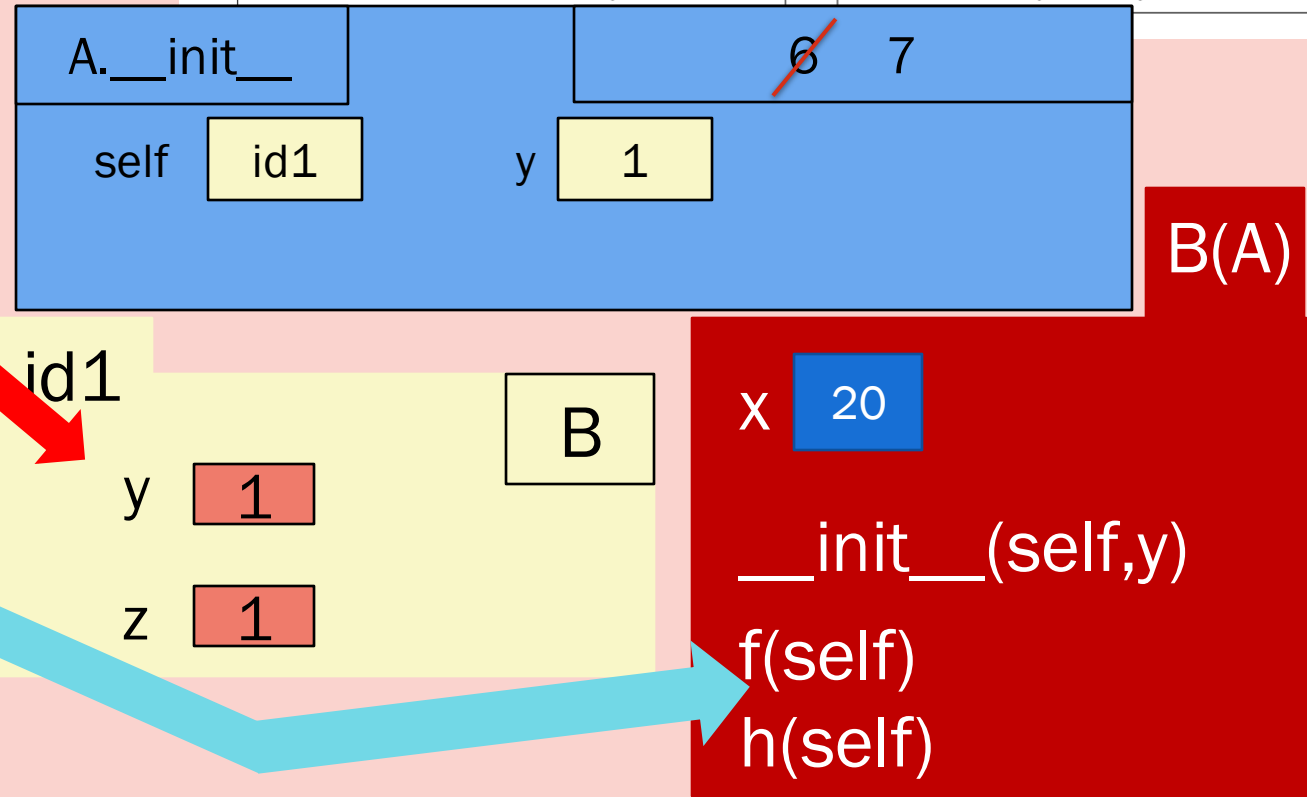
```
15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         return self.x*self.y
24
25     def h(self):
26         y = self.x+self.z
27         return y+self.y
```

Overriding

- The one in B!
- What Python does:
 - self is id1, so does id1 contain a method called f()?
 - No!
 - Next, check id1's class (B). Does it contain a method f()?
 - Yes! Call that one!
 - So, Python doesn't even care that it exists in A as well

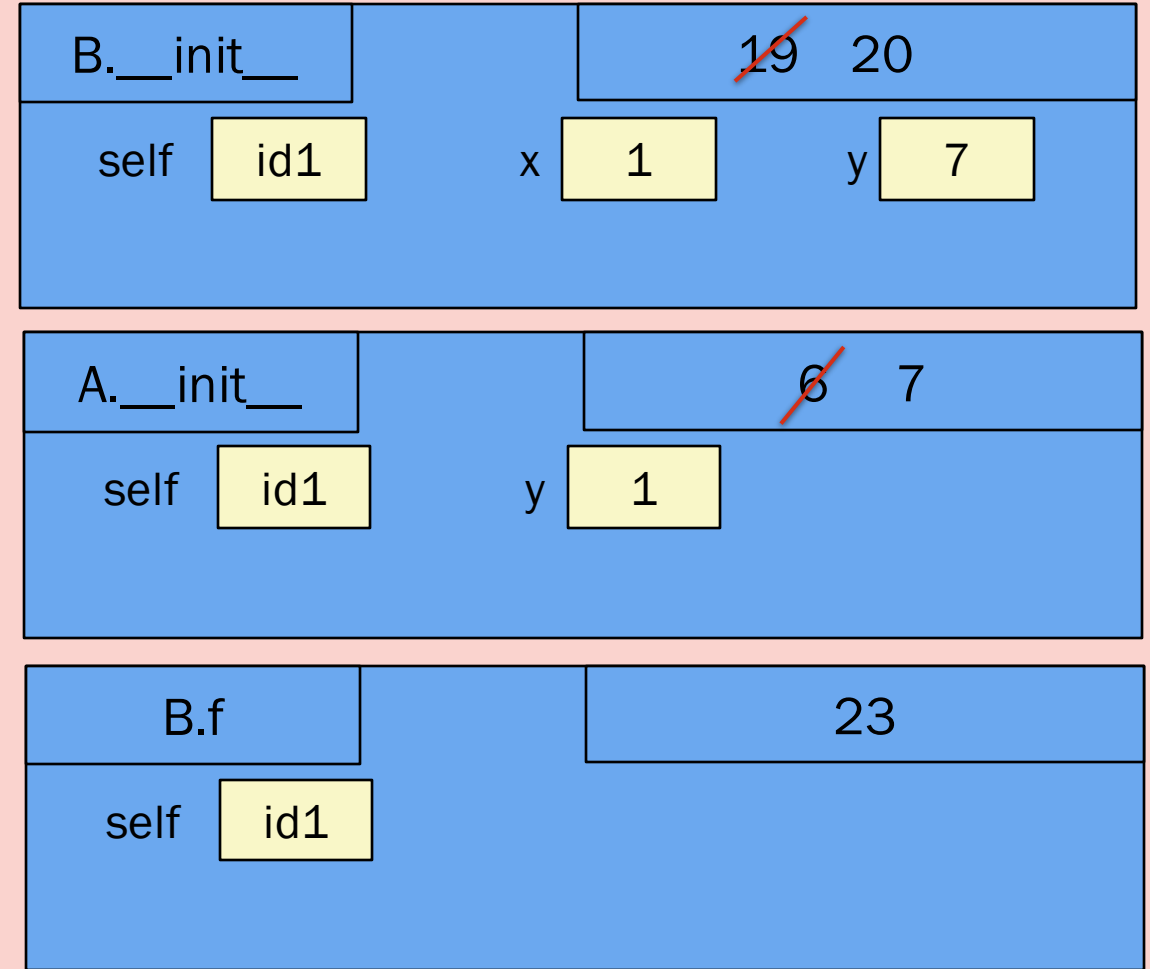
```
1 class A(object):  
2     x = 10  
3     y = 20  
4  
5     def __init__(self,y):  
6         self.z = y  
7         self.x = self.f()  
8  
9     def f(self,x=5):  
10        return x*self.y  
11  
12    def g(self):  
13        return self.x+self.y
```

```
15 class B(A):  
16     x = 20  
17  
18     def __init__(self,x,y):  
19         self.y = x  
20         super().__init__(x)  
21  
22     def f(self):  
23         return self.x*self.y  
24  
25     def h(self):  
26         y = self.x+self.z  
27         return y+self.y
```

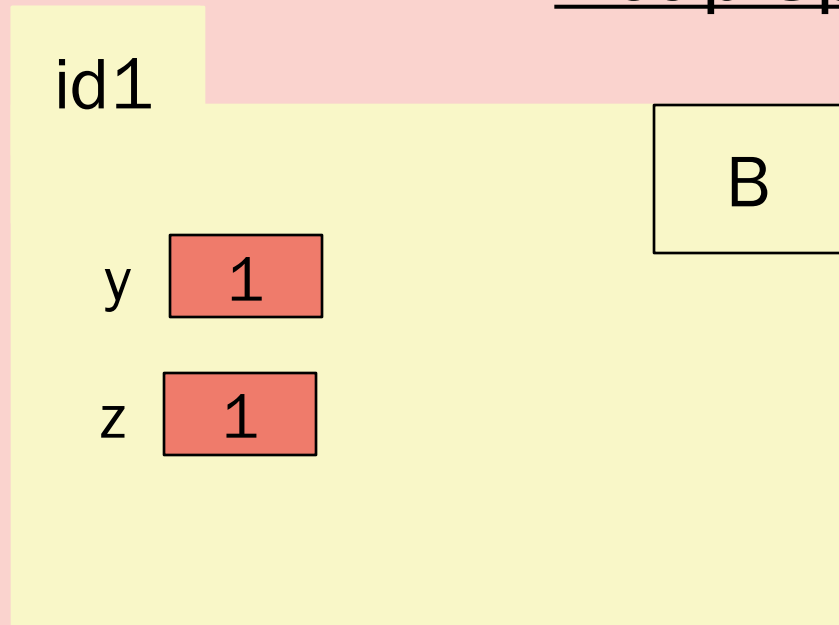


Global Space

Call Stack



Heap Space



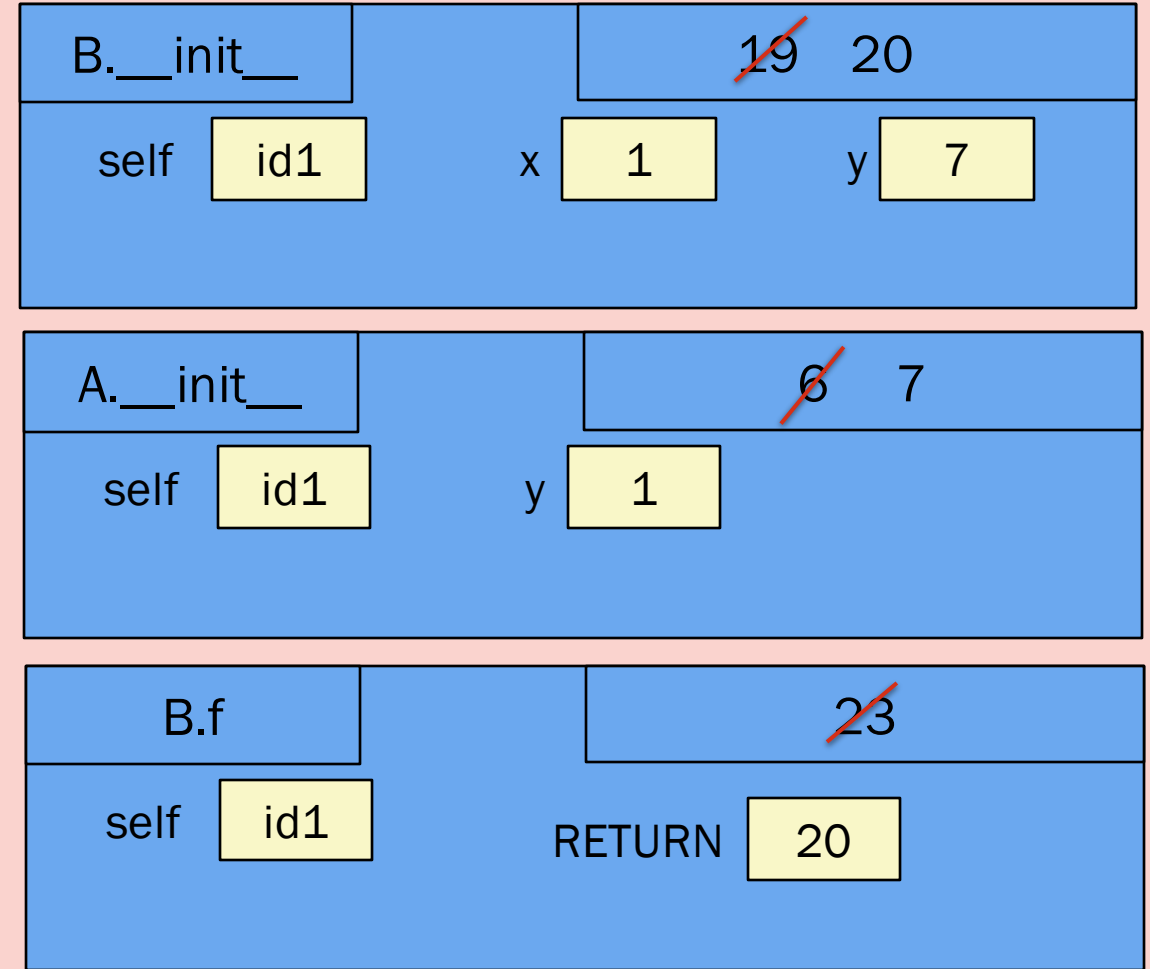
```
>>> b = B(1,7)
```

```
1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        return x*self.y
11
12    def g(self):
13        return self.x+self.y
```

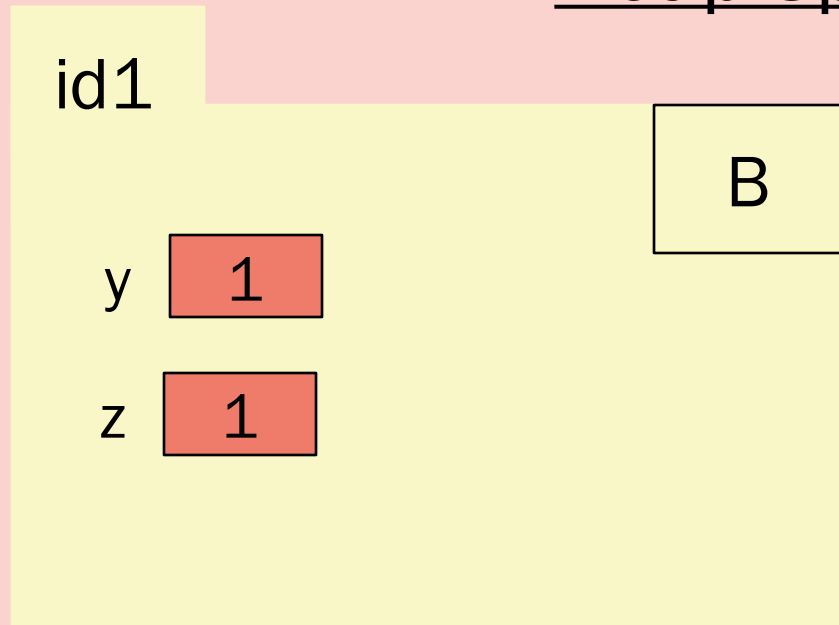
```
15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         return self.x*self.y
24
25     def h(self):
26         y = self.x+self.z
27         return y+self.y
```


Global Space

Call Stack



Heap Space



```
>>> b = B(1,7)
```

```
1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        return x*self.y
11
12    def g(self):
13        return self.x+self.y
```

```
15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         return self.x*self.y
24
25     def h(self):
26         y = self.x+self.z
27         return y+self.y
```

```

1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        return x*self.y
11
12    def g(self):
13        return self.x+self.y

```

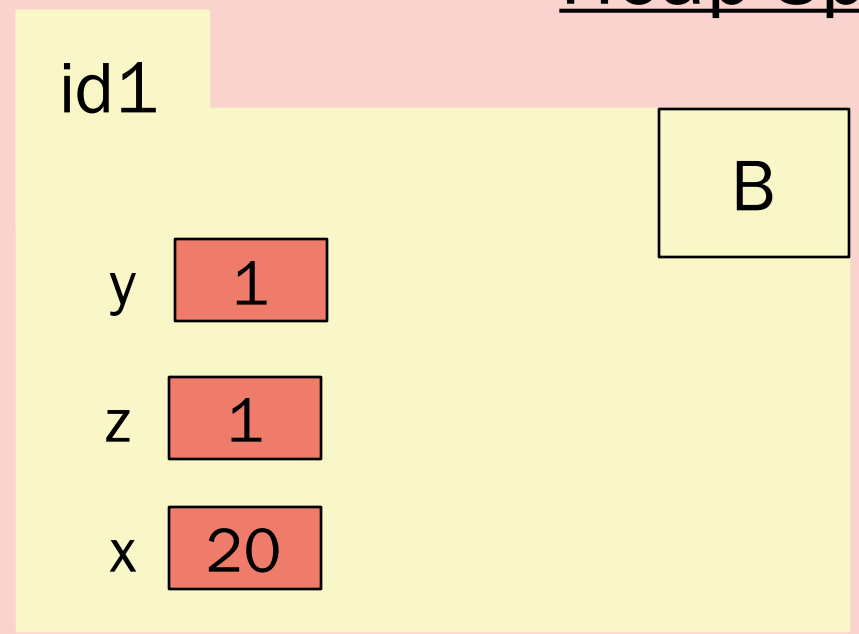
```

15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         return self.x*self.y
24
25     def h(self):
26         y = self.x+self.z
27         return y+self.y

```

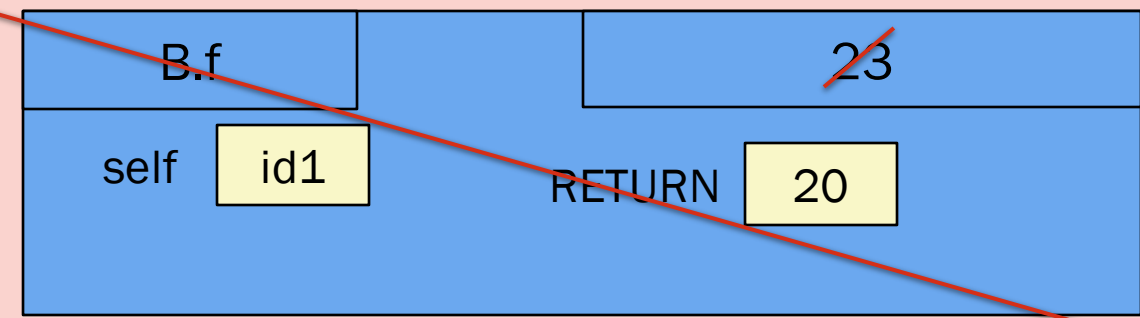
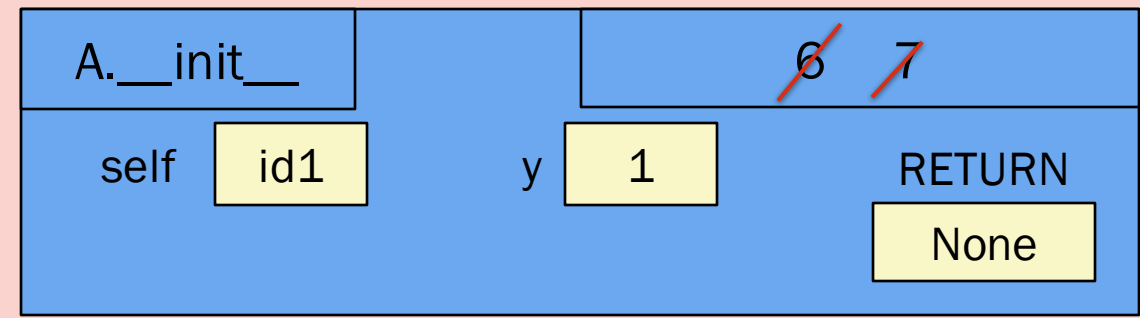
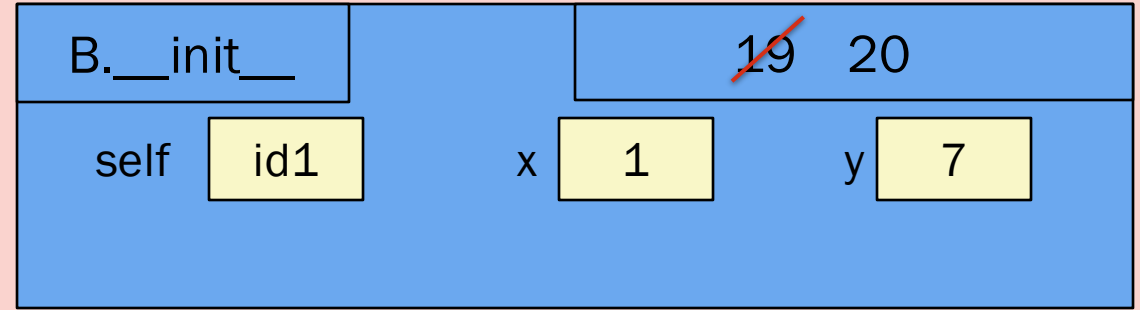
>>> b = B(1,7)

Heap Space



Global Space

Call Stack



```

1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        return x*self.y
11
12    def g(self):
13        return self.x+self.y

```

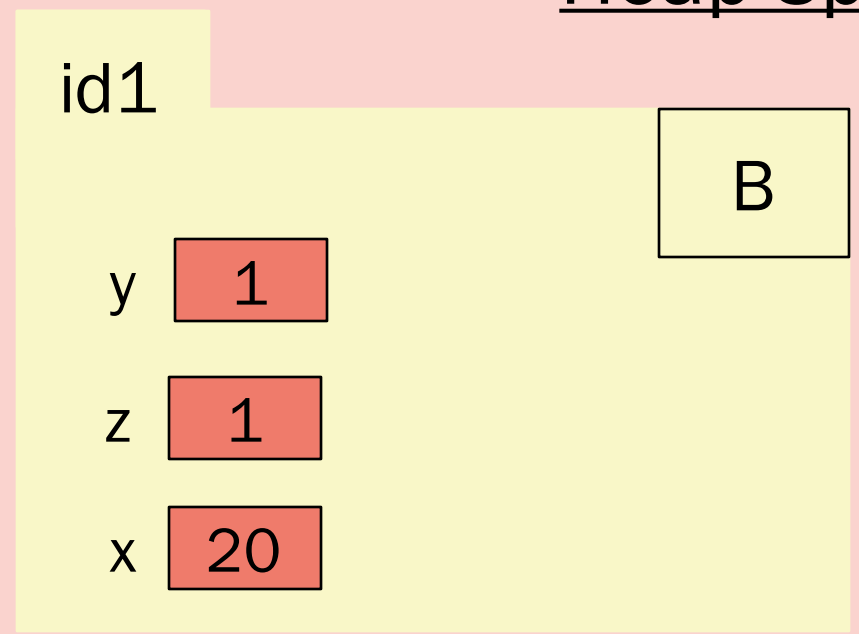
```

15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         return self.x*self.y
24
25     def h(self):
26         y = self.x+self.z
27         return y+self.y

```

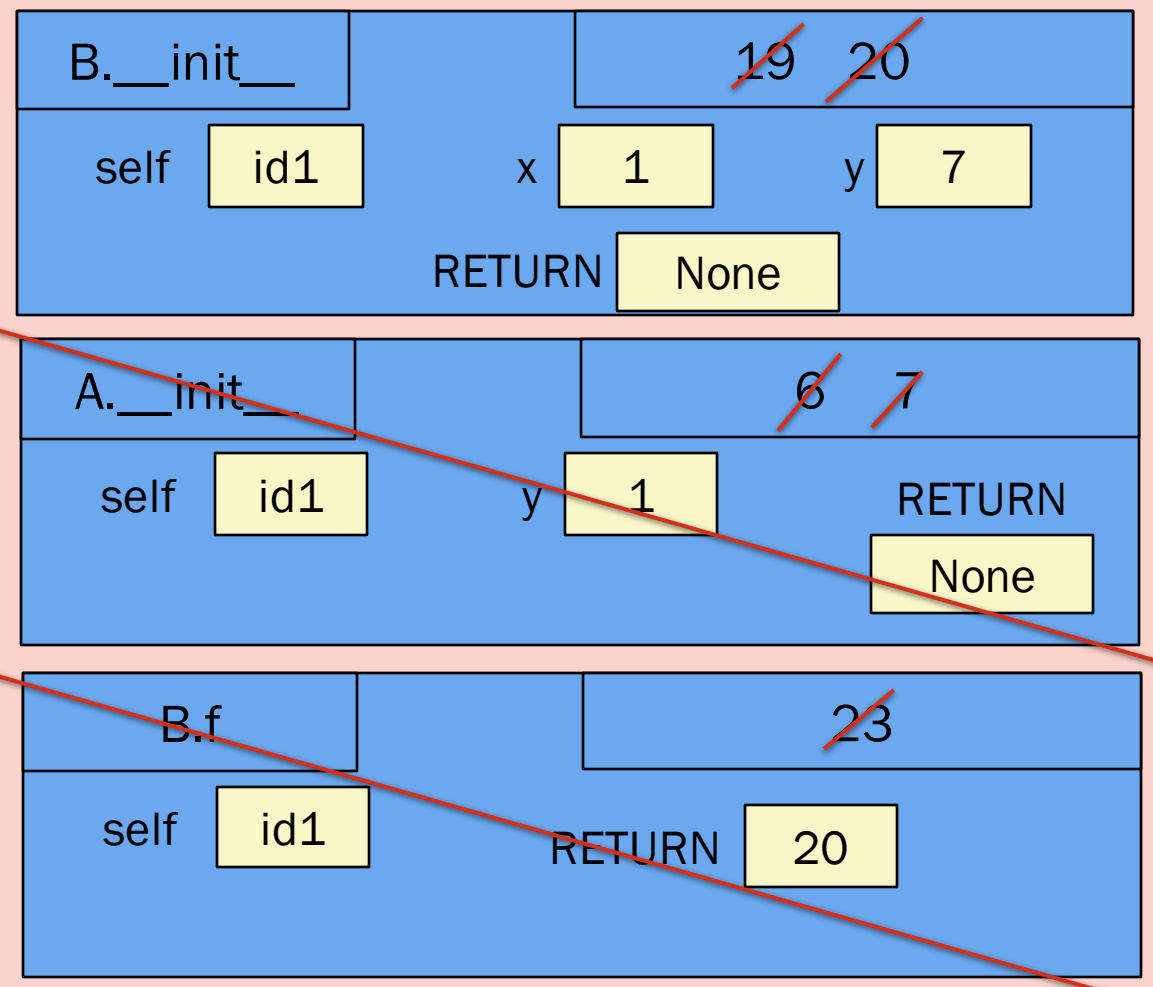
>>> b = B(1,7)

Heap Space



Global Space

Call Stack



```

1 class A(object):
2     x = 10
3     y = 20
4
5     def __init__(self,y):
6         self.z = y
7         self.x = self.f()
8
9     def f(self,x=5):
10        return x*self.y
11
12    def g(self):
13        return self.x+self.y

```

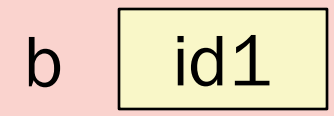
```

15 class B(A):
16     x = 20
17
18     def __init__(self,x,y):
19         self.y = x
20         super().__init__(x)
21
22     def f(self):
23         return self.x*self.y
24
25     def h(self):
26         y = self.x+self.z
27         return y+self.y

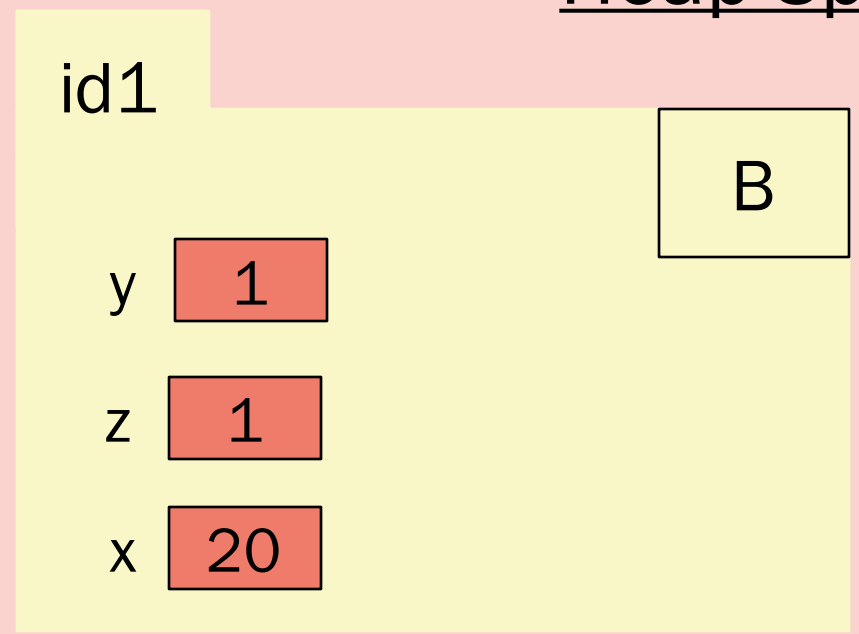
```

>>> b = B(1,7)

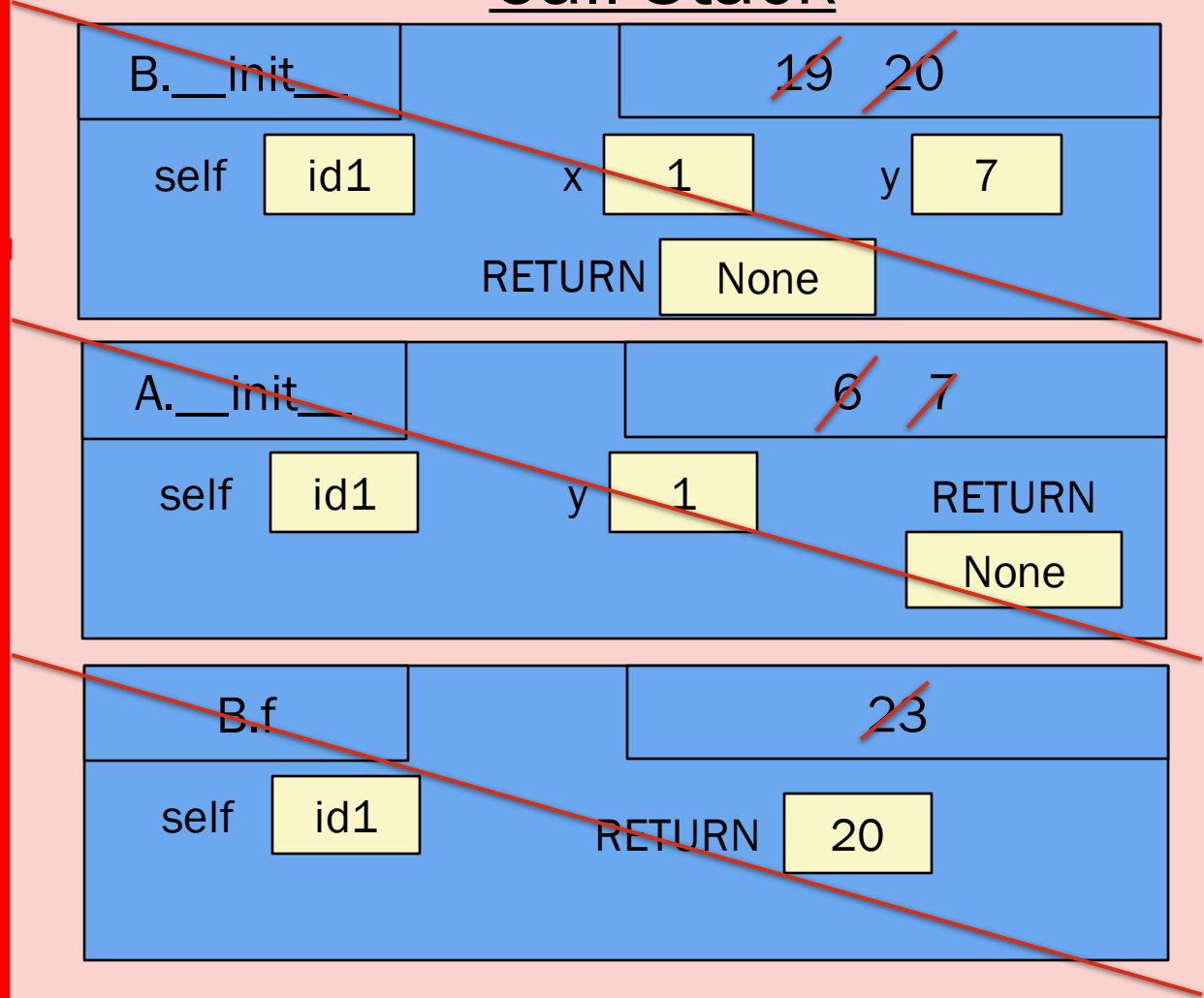
Global Space



Heap Space



Call Stack



Summary: Constructors

- Constructor: B(1,7) from last slides
 - So, name of class followed by parentheses (and then arguments if necessary)
- How it works:
 - Create a folder and give it an ID (put name of class in right side of folder)
 - Call `__init__` to populate folder, passing the ID of the folder as `self`
 - When `__init__` finishes, "return" the value of the folder's id
 - Which is why `id1` was stored in `b` at the end of our last slide



CODING PRACTICE

Let's code together!

Coding Scenario

- We're making a Cornell in Python!
- There are three classes we will code:
 - Cornellian
 - Student (which extend Cornellian)
 - Professor (which extends Cornellian)
- We're going to code the `__init__` method for Cornellian, Student, and Professor
- We will also code the `__eq__` method in Cornellian
- Finally, we will code a method that will allow students to choose their major!

Coding Scenario

| Cornellian | |
|---------------------|--|
| Class | NEXT_NUM |
| Attributes | (int > 0) |
| Instance Attributes | first_name (nonempty string) last_name (nonempty string) cuid (nonempty string) |
| Methods | __init__ __eq__ |

| Professor | |
|---------------------|---|
| Class | departments (list of strings) |
| Attributes | all_of_em (list of Professor objects) |
| Instance Attributes | first_name (nonempty string) last_name (nonempty string) cuid (nonempty string) department (string) advisees (list of Student objects) |
| Methods | __init__ chooseMajor |

| Student | |
|---------------------|---|
| Class | n/a |
| Attributes | |
| Instance Attributes | first_name (nonempty string) last_name (nonempty string) cuid (nonempty string) college (string) major (string) advisor (Professor object) |
| Methods | __init__ chooseMajor |

Class Attribute(s) for Cornellian

```
class Cornellian():
    """
    A class representing a person at Cornell.

    CLASS ATTRIBUTES:
        NEXT_NUM [int > 0]: a unique number that is assigned to one student
        or professor; it is incremented by 1 every time a Cornellian
        object is created

    INSTANCE ATTRIBUTES:
        first_name [nonempty string]: first name of this Cornellian
        last_name [nonempty string]: last name of this Cornellian
        cuid [string]: unique ID of this Cornellian
    """

    # STUDENTS--Put any class attributes here
```

__init__ for Cornellian

```
def __init__(f, l):  
    """ Initializes a Cornellian with first_name 'f' and last_name 'l'.  
  
    The cuid of this Cornellian is a string with 3 character: the lower-cased first  
    letter of the Cornellian's first name and the lower-cased first letter of their  
    last name and the value of NEXT_NUM.  
    It also increments the class attribute NEXT_NUM by one.  
  
    Precondition:  
    f is a nonempty string  
    l is a nonempty string  
    """  
  
    # STUDENTS--You need to do the following:  
    # 1. Put the parameters into the __init__ method header above  
    # 2. Complete this method so it follows the specification above  
    pass
```

`__eq__` for Cornellian

```
def __eq__():  
    """  
    Returns True if other is a Cornellian object equal to this one.  
  
    Two Cornellians are equal if they:  
    1. Both have the same cuid  
    NOTICE: Two Cornellians can be equal if they have different names  
  
    Preconditions: None (other can be anything)  
    """  
  
    # STUDENTS--You need to do the following:  
    # 1. Put the parameters into the __eq__ method header above  
    # 2. Complete this method so it follows the specification above  
    pass
```

What does overriding `__eq__` do?

- This changes how Python checks for equality.
- Say `c1` and `c2` were two Cornellian Objects.
- Without implementing `__eq__`, Python would simply check that the ids of the folders were the same when `c1 == c2` was called.
- However, if we override `__eq__`, Python will now check something different when we call `c1 == c2` (it will check that the `cuid` in each folder is the same), so we get the response we want.
- What determines which `__eq__` is called?
 - We use the `__eq__` associated with the first object listed
 - Because when Python sees `c1 == c2`, it translates this into `c1.__eq__(c2)`

Without overriding `__eq__`

```
>>> c1.last_name
'Smith'
>>> c2.last_name
'Madden'
>>> c1.cuid
'js1'
>>> c2.cuid
'js1'
>>> c1 == c2
False
```

`==` is for equality
`=` is for assignment

With `__eq__` overridden

```
>>> c1.last_name
'Smith'
>>> c2.last_name
'Madden'
>>> c1.cuid
'js1'
>>> c2.cuid
'js1'
>>> c1 == c2
True
```

Class Attribute(s) for Professor

```
class Professor(Cornellian):  
    """  
    A class representing a Professor at Cornell.  
  
    CLASS ATTRIBUTES:  
    departments: a list of departments that have Professors  
    all_of_em: a list of all Professors  
  
    INSTANCE ATTRIBUTES (those of Cornellian as well as):  
    department [nonempty string]: the department of this professor  
    advisees [possibly empty list of Student objects]: the Students that  
    this professor is an advisor for  
    """  
  
    # STUDENTS--Put any class attributes here:
```

__init__ for Professor

```
def __init__(self):
    """ Initializes a Professor with first_name 'f' and last_name 'l'.

    The cuid of this Professor is a string with 3 characters: the lower-cased first
    letter of the Professor's first name and the lower-cased first letter of their
    last and then the value of NEXT_NUM.
    It also increments the Cornellian class attribute NEXT_NUM by one.

    Also, sets this Professor's department to 'd' and advisees to the empty
    list (because when a professor first joins Cornell, they aren't assigned
    advisees right away!).

    If this professor's department is not already in Professor.departments,
    this method adds it so the list accurately represents all
    departments at Cornell.

    Precondition:
    d is a (nonempty) string
    """

    # STUDENTS--You need to do the following:
    # 1. Put the parameters into the __init__ method header above
    # 2. Complete this method so it follows the specification above
    pass
```

Class Attribute(s) for Student?

```
class Student(Cornellian):  
    """  
    A class representing a student at Cornell.  
  
    INSTANCE ATTRIBUTES (those of Cornellian as well as):  
    college [possibly empty string]: the college of this student, empty  
    string if unknown  
    major [possibly empty string]: the major of this student  
    Note: a student may only have one major and once it is declared,  
    it may not change  
    advisor [Professor or None]: the faculty advisor of this student; department  
    of this Professor should match this Student's major or be None.  
    """  
  
    # STUDENTS--Put any class attributes here (if there are any)
```


__init__ for Student

```
def __init__(f, l, college):
    """ Initializes a Student with first_name 'f' and last_name 'l'.

    The cuid of this Students is a string with 3 characters: the lower-cased first
    letter of the Student's first name and the lower-cased first letter of their
    last and then the value of NEXT_NUM.

    It also increments the Cornellian class attribute NEXT_NUM by one.

    Also, sets this Student's minor to 'minor'.

    Precondition:
        college is a (possibly empty) string
        if a college is not given, it is set to the empty string
    """

    # STUDENTS--You need to do the following:
    # 1. Put the parameters into the __init__ method header above
    # (remember to make attributes optional if the spec says)
    # 2. Complete this method so it follows the specification above
    pass
```

chooseMajor for Student

```
def chooseMajor():  
    """ Updates this Students major to be 'major.'  
  
    Once they pick a major, an advisor is assigned to them. The faculty  
    advisor's department should match the student's major. If there  
    is not a professor in the department that matches the Student's major  
    (meaning their department is not represent in Professor.departments),  
    the Student's advisor is None. If there is more than one professor  
    in this department, pick the first professor as they appear in  
    Professor.all_of_em.  
  
    Also puts this Student in their advisor's list of advisees if  
    the Professor is not None.  
  
    Preconditions:  
    major is a string (and self.major is the empty string)  
    """  
  
    # STUDENTS--You need to do the following:  
    # 1. Put the parameters into the chooseMajor method header above  
    # (remember to make attributes optional if the spec says)  
    # 2. Complete this method so it follows the specification above  
    pass
```



THANK YOU FOR COMING

Any Questions?