

UNIVERSITY *of* WISCONSIN  
**LA CROSSE**  
COMPUTER SCIENCE

CS 224 Introduction to Python

Inheritance

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## What is inheritance?

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- Inheritance is the mechanism for creating a class that modifies or *specializes* an existing class.
- The existing class is the base class or superclass.
- The new class is the derived class or subclass.
- The subclass *inherits* all attributes of the superclass (data and methods).
- The subclass can redefine (override) anything it inherits.

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## Recall our Account class

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```
class Account(object):
    def __init__(self, name, balance):
        self.name = name
        self.balance = balance

    def deposit(self, amt):
        self.balance += amt

    def withdraw(self, amt):
        self.balance -= amt

    def inquiry(self):
        return self.balance
```

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## A class Derived from Account

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```
class EvilAccount(Account):

    def inquiry(self):
        if random.randint(0, 4) == 1:
            return self.balance * 1.25
        else:
            return self.balance
```

overrides the method  
in Account

20% of the time, return an artificially high balance to “help” the account holder overdraw their account which increases fees paid to Wells Fargo the bank.

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## How does it work?

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An access (dot operator) of an attribute (data or method) for an instance of `EvilAccount`, looks first in `EvilAccount`. If the item isn't found there, Python looks in the superclass, `Account`.

It doesn't stop there. If the item isn't found in `Account`, Python looks in `Account`'s superclass. This continues until reaching object, the root of the class tree.

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## Adding to EvilAccount

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```
class EvilAccount(Account):
    def __init__(self, name, balance, ef):
        Account.__init__(self, name, balance)
        self.evil_factor = ef
    def inquiry(self):
        if random.randint(0, 4) == 1:
            return self.balance * self.evil_factor
        else:
            return self.balance
```

Superclass `__init__` not automatically invoked.

defining a new attribute

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## Create an EvilAccount object

```
checking2 = EvilAccount('Jane', 10000, 1.1):
```

```
checking2.inquiry() ← EvilAccount method
```

```
checking2.deposit(100) ← superclass method
```

```
checking2.inquiry() ← EvilAccount method
```

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## EvilerAccount

```
class EvilerAccount(EvilAccount):
```

```
    def deposit(self, dep):
```

```
        self.withdraw(5) # convenience fee
```

```
        EvilAccount.deposit(self, dep)
```

Explicit invocation of superclass deposit method

self must be provided here since no instance provided before the dot

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## EvilerAccount

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A more general version:

```
class EvilerAccount(EvilAccount):

    def deposit(self, dep):
        self.withdraw(5)           # convenience fee
        super().deposit(dep)
```

You don't have to explicitly name the superclass

**NOTE: super ( ) is Python3 specific**

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## Multiple Inheritance

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### What is it?

Allows a class to inherit features from more than one superclass.

### Why do we need it?

Some types exhibit characteristics of multiple other types so extending them both is desirable/necessary.

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## Example

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An iPhone 11 is a smart phone.  
 It has some characteristics of a phone  
 It has some characteristics of a computer



Phone alone doesn't describe it because not all phones are computers.

Computer alone doesn't describe it because not all computers are phones.

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## Multiple Inheritance:

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Consider these two new classes related to Account:

```
class DepositCharge(object):
    fee = 5
    def deposit_fee(self):
        self.withdraw(self.fee)

class WithdrawCharge(object):
    fee = 3
    def withdraw_fee(self):
        self.withdraw(self.fee)
```

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## Multiple Inheritance:

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Now we create a new account type:

```
class MoreEvilerAccount(EvilAccount, DepositCharge
                        WithdrawCharge):
    def deposit(self, amt):
        self.deposit_fee()
        super().deposit(amt)

    def withdraw(self, amt):
        self.withdraw_fee()
        super().withdraw(amt)
```

multiple inheritance

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## Multiple Inheritance:

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Let's use these new classes:

```
d = MoreEvilerAccount('Tim', 100000000, 1.2)
d.deposit(10)
d.inquiry()
```

deposit method of  
MoreEvilerAccount:  
calls deposit\_fee method  
of DepositCharge class

inquiry method of  
EvilAccount

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## Hmm, this is subtle:

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What's going on here?:

```
d = MoreEvilerAccount('Tim', 100000000, 1.2)
d.deposit_fee()
d.withdraw_fee()
```

DepositCharge.deposit\_fee  
fee is \$5

WithdrawCharge.withdraw\_fee  
fee is...? **\$5 !!?**

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## Explanation

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- fee is a class variable. It is defined twice: once in DepositCharge and once in WithdrawCharge.
- The value in DepositCharge was used in both calls. Why? Because the order of classes listed in the class definition for MoreEvilerAccount defines a priority. DepositCharge is listed before WithdrawCharge so it has higher priority.

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## Polymorphism

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### What is it?

Within the context of inheritance, ability to use an instance without regard to its type.

### Why do we need it?

- To simplify implementations of subclasses: there is no need to override every attribute of superclass A in subclass B since instances of B can directly access attributes in A.
- Allows passing object of subclass type B as a parameter when an object of superclass type A is expected (in general – doesn't apply to Python)

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## Polymorphism

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### How does it work?

It is handled entirely by the attribute lookup process.

Consider class C that is a subclass of B. B is, in turn, a subclass of A. Let `c` be an instance of C. In a reference to `c.attr`, `attr` is searched for in the following, in this order:

- instance `c`
- class C
- class B
- class A
- class object

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