Attributes

Looking Up Attributes by Name

<expression> . <name>

To evaluate a dot expression:

- Evaluate the <expression> to the left of the dot, which yields the object of the dot expression
- <name> is matched against the instance attributes of that object; if an attribute with that name exists, its value is returned
- 3. If not, <name> is looked up in the class, which yields a class attribute value
- That value is returned unless it is a function, in which case a bound method is returned instead

Assignment to Attributes

Assignment statements with a dot expression on their left-hand side affect attributes for the object of that dot expression

- If the object is an instance, then assignment sets an instance attribute
- If the object is a class, then assignment sets a class attribute

```
Instance
Attribute
                                                    tom_account.interest = 0.08
                                                                                          Attribute
   interest = 0.02
                                                                                        assignment
statement adds
       __init__(self, holder):
    self.holder = holder
                                   Assignment
                                                       This expression
                                                                                        or modifies the
        self.balance = 0
                                                       evaluates to an
                                                           object
                                                                                       attribute named
                                                                                         "interest" of
tom_account = Account('Tom')
                                                                                         tom_account
                                                      But the name ("interest")
                                                           is not looked up
                                   Class
                                   Attribute :
                                                       Account.interest = 0.04
                                   Assignment
```

Methods and Functions

Python distinguishes between:

- · Functions, which we have been creating since the beginning of the course, and
- $^{\circ}$ $\textit{Bound methods}, \ \text{which couple together a function and the object on which that method will be invoked}$

```
Object + Function = Bound Method

>>> type(Account.deposit)
<class 'function'>
>>> type(tom_account.deposit)
<class 'method'>

>>> Account.deposit(tom_account, 1001)

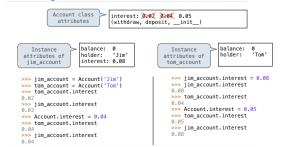
Function: all arguments within parentheses
>>> tom_account.deposit(1004)

Method: One object before the dot and other arguments within parentheses
```

Class Attributes

Class attributes are "shared" across all instances of a class because they are attributes of the class, not the instance

Attribute Assignment Statements



Terminology: Attributes, Functions, and Methods

All objects have attributes, which are name-value pairs Classes are objects too, so they have attributes Instance attribute: attribute of an instance

Class attribute: attribute of the class of an instance

Terminology: Class Attributes Methods Functions

Python object system:

Functions are objects

Bound methods are also objects: a function that has its first parameter "self" already bound to an instance

Dot expressions evaluate to bound methods for class attributes that are functions

<instance>.<method_name>

Attribute Assignment

Inheritance

Inheritance

Inheritance is a technique for relating classes together

A common use: Two similar classes differ in their degree of specialization

The specialized class may have the same attributes as the general class, along with some special-case behavior

class <Name>(<Base Class>):
 <suite>

Conceptually, the new subclass inherits attributes of its base class

The subclass may override certain inherited attributes

Using inheritance, we implement a subclass by specifying its differences from the the base class $% \left(1\right) =\left(1\right) +\left(1\right) +\left$

Object-Oriented Design

Attributes Lookup Practice

Inheritance Example

```
A CheckingAccount is a specialized type of Account

>>> ch = CheckingAccount('Tom')

>>> ch.interest # Lower interest rate for checking accounts
0.01

>>> ch.deposit(20) # Deposits are the same
20

>>> ch.withdraw(5) # Withdrawals incur a $1 fee
14
```

Most behavior is shared with the base class Account

Designing for Inheritance

Don't repeat yourself; use existing implementations

Attributes that have been overridden are still accessible via class objects $% \left(1\right) =\left\{ 1\right\} \left$

Look up attributes on instances whenever possible

```
class CheckingAccount(Account):

"""A bank account that charges for withdrawals."""

withdraw_fee = 1

interest = 0.01

def withdraw_(self, amount):
    return Account.withdraw|self, amount + (self.withdraw_fee)

Attribute look-up on base class
    on base class

Preferred to CheckingAccount.withdraw_fee to allow for specialized accounts
```

Inheritance and Attribute Lookup

```
<class A>
class A:
                                      >>> C(2).n
                                                            Global
     z = -1
def f(self, x):
return B(x-1)
                                                                          z: -1
                                         4
                                                                                         func f(self, x)
                                      >>> a.z == C.z
class B(A):
                                                                        <class B inherits from A>
   n = 4

def __init__(self, y):

    if y:

        self.z = self.f(y)
                                         True
                                                                          init :
                                                                                     func __init__(self, y)
       else:
self.z = C(y+1)
                                      >>> a.z == b.z
                                                                         <class C inherits from B>
                                         False
                                                                                      func f(self, x)
class C(B):
    def f(self, x):
        return x
                                       Which evaluates
                                      to an integer?
b.z
b.z.z
                                                                        <A instance>
                                                                                           <C instance>
                                     b.z.z.z
a = A()
b = B(1)
b.n = 5
                                                                        <B instance>
                                                                                           <B inst> <C inst>
                                        b.z.z.z.z
None of these
                                                                                           z: 1
```

Looking Up Attribute Names on Classes

Base class attributes aren't copied into subclasses!

To look up a name in a class:

- 1. If it names an attribute in the class, return the attribute value.
- 2. Otherwise, look up the name in the base class, if there is one.

(Demo)

Inheritance and Composition

Object-oriented programming shines when we adopt the metaphor

Inheritance is best for representing is—a relationships

- · E.g., a checking account is a specific type of account
- · So, CheckingAccount inherits from Account

Composition is best for representing has—a relationships

- · E.g., a bank has a collection of bank accounts it manages
- · So, A bank has a list of accounts as an attribute

(Demo)

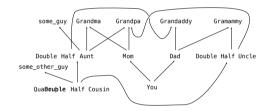
Multiple Inheritance

Multiple Inheritance

Complicated Inheritance

Multiple Inheritance

Biological Inheritance



Moral of the story: Inheritance can be complicated, so don't overuse it!

Resolving Ambiguous Class Attribute Names

