Text, letter

Description automatically generated

## **Polymorphism**

In OOP, polymorphism means that the same type or function of data can take multiple forms (definitions). Polymorphisms in Task 8.1 include LibraryResource, Game, and Book; instead of LibraryResource, we can utilize games or books. As both the game and the book inherit that function, ensure that LibraryResource performs all feasible scrolls. It is an excellent technique to invoke a defined LibraryResource method on the developer.

Furthermore, there are various types of polymorphism in OOP, such as: B. the implementation of several methods under the same name, which, despite variations elsewhere, preserve the same "outcome" functionality. ToString () turns objects into fiber representations; implementing such a function would be different for the object that you are than for the object of the book, assuming we chose to define such a method for it, maybe to restore the book's name.

## **Abstraction**

In C#, abstraction is the process of hiding internal information and displaying only the functionality. The abstract modifier indicates that the implementation is unfinished. To designate a class or method as abstract, use the term abstract before the class or method name.

Aside from this, there are many other types of polymorphism in OOP, such as different method implementations with the same name, which keep the same "result" functionality despite variations elsewhere. For example, ToString() translates objects to string representations; the implementation for such a function might differ for an int object compared to, say, a Book object, if we decided to write such a method for it, maybe to return the title of the book.

Abstract is used in both classes and methods:

Abstract classes cannot generate objects, but they can be used by inheriting from other classes, and abstract classes must have at least one abstract method.

Abstract methods may only be used in abstract classes and do not have bodies (can be overridden in inherit classes), HasResource methods in Library classes require only the name of the resource, and so on.