

Instance of 인스턴스 -
 → 객체의 타입을 판별하기 위해
 true or false 반환 → Is a 객체인지
 true 2/102
 공통 부분 타입
 범위

User System

rv. pass (인스턴스)
Person or
 Dog or
 Monkey
 ...

Service

void pass (Animal (a)) {
 if (a instanceof Person)
 {
 }
 }
 (a는 객체)
 2/102

A

a()

↑

B

b()

↑

C

c()

B b = new C();

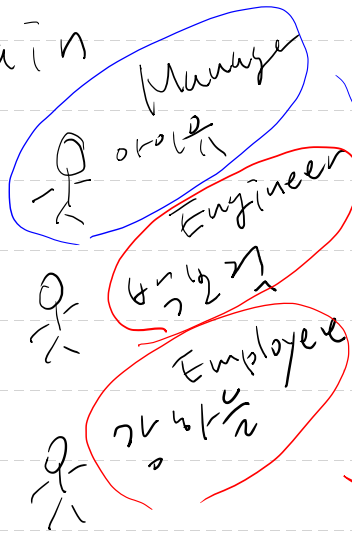
b.a(); ^{상속받은 메소드}

b.b();

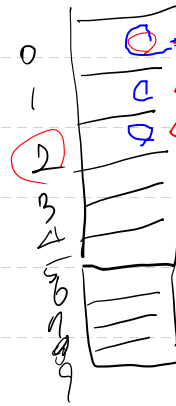
(c() b).c(); // ^{호출 받은 메소드}

TestPolyEx

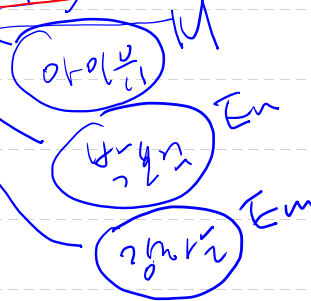
main



CompanyService



① 인스턴스 변경
Employee[] array



② 인스턴스 사용
int count;
0 → 1 → 2

add(Employee e) {

array[count] = e;

count++;

printAll() {

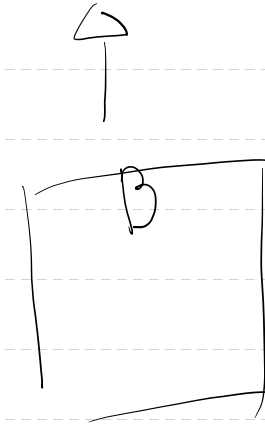
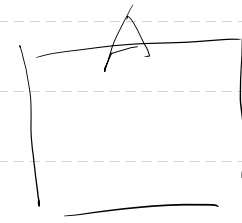
for (

);

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overloading

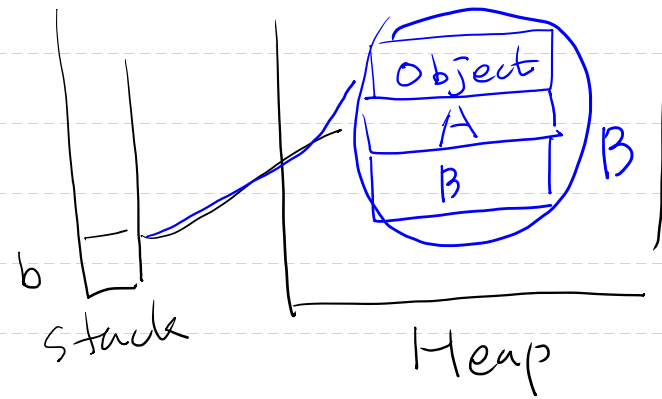
24/2/21
overriding

```
class A {  
    extends Object  
    A() { super(); }  
}  
class B {  
    extends A {  
        B() { super(); }  
    }  
}
```



UML
class diagram

```
B b = new B();
```



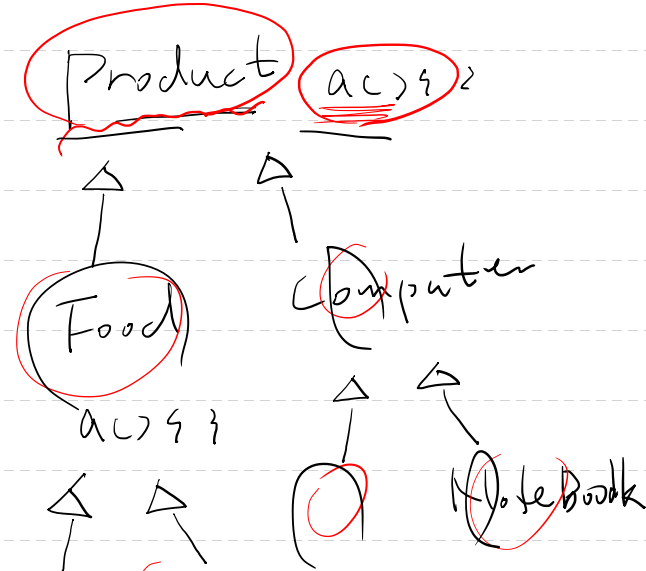
Polyorphism

다형성

다양한 형식 \approx 가변성 있는 능력
 하나의 형식(리) \approx 상속으로
 다형성은 객체들이
 가변성 있는 \rightarrow 오버라이딩
 동적 바인딩



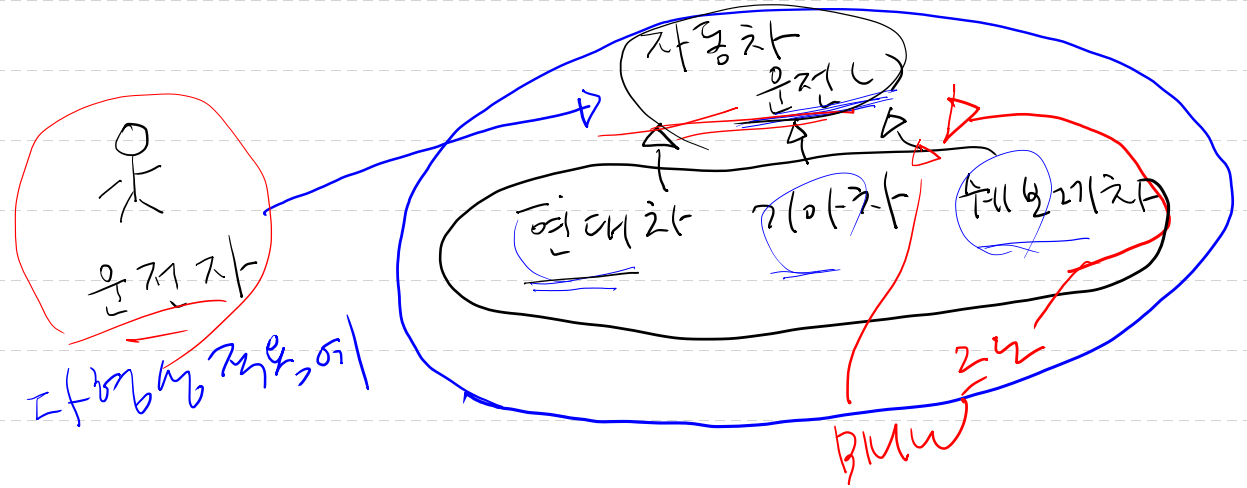
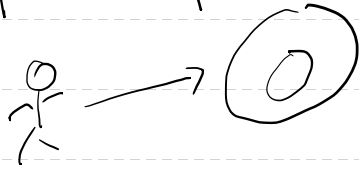
ac



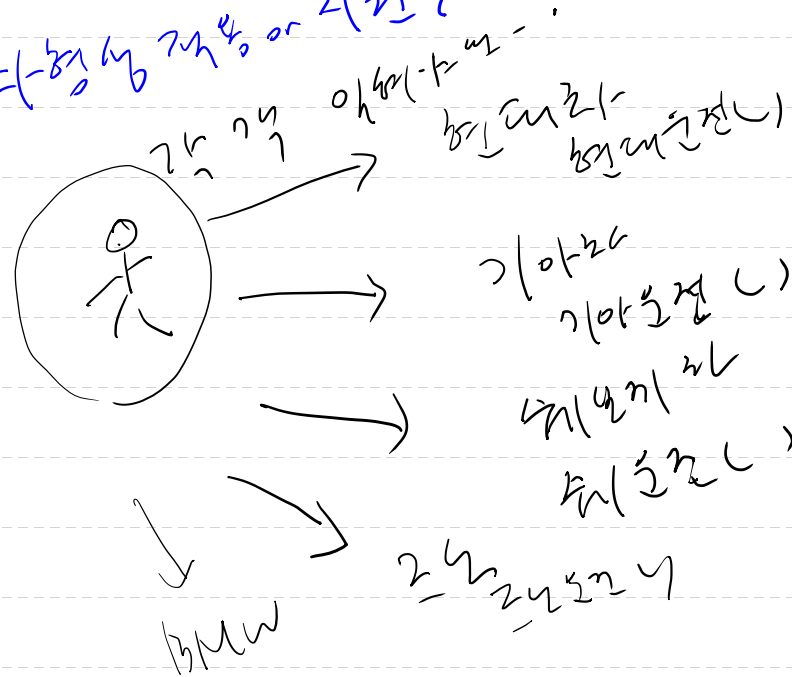
Product $p1 = \text{new Food}();$
Product $p2 = \text{new Computer}();$

F F

"One interface,
Multiple Implements"



다양성 제공, 이 (원 X)



Polymorphism

