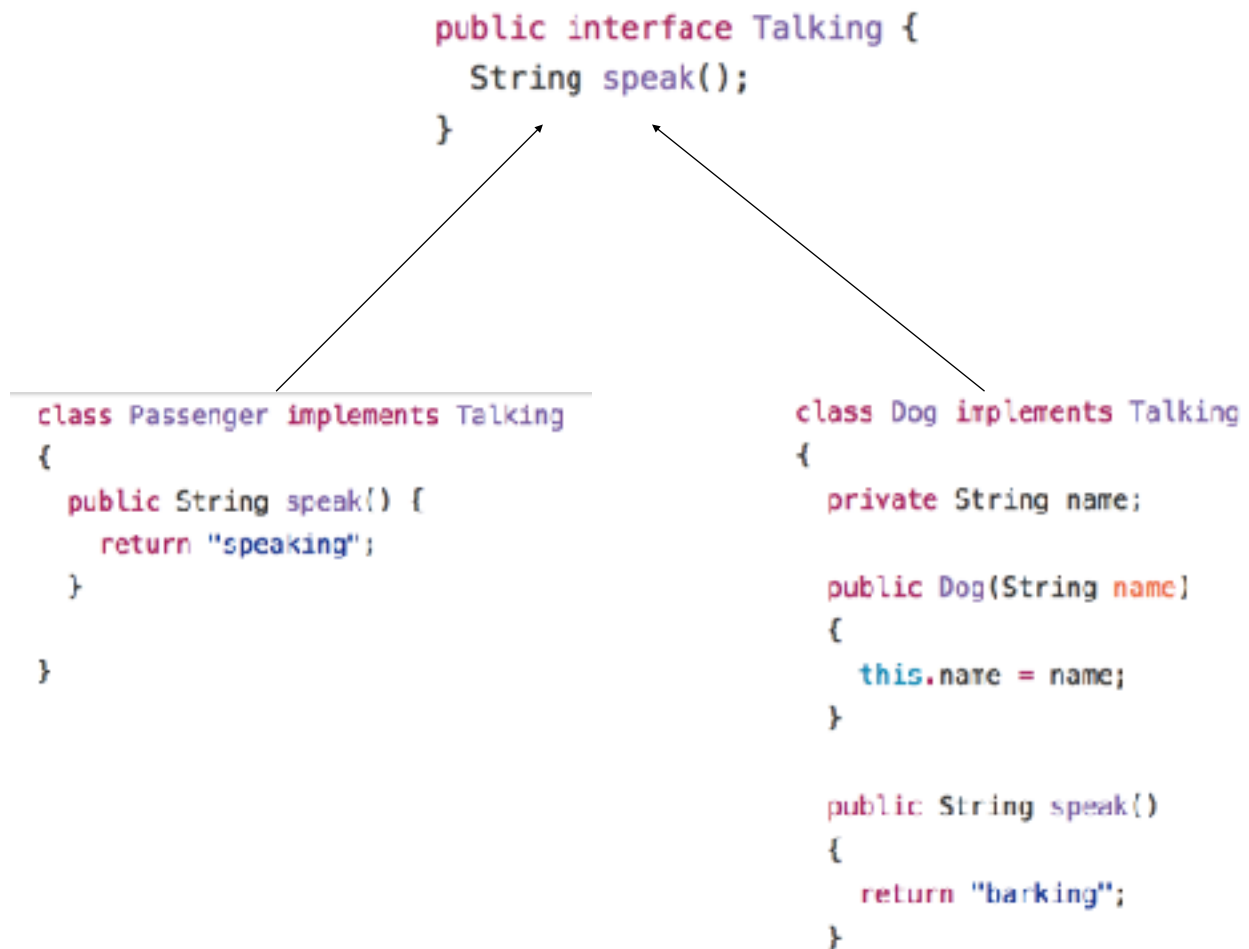


I.T.f**Polymorphism Example**


- Carry out a Polymorphism task(T .1) or demonstrate use of Polymorphism in a program you have written.

Polymorphism is the ability of an object to take on many forms. The most common use of polymorphism in OOP occurs when a parent class reference is used to refer to a child class object.



The following files include the extracts above from a working example of polymorphism:

Branch: master ▾
Transport2 / Passenger.java

 AdrianTuckwell added a dog


1 contributor

7 lines (6 sloc) | 92 Bytes

```

1  class Passenger implements Talking
2  {
3      public String speak() {
4          return "speaking";
5      }
6
7  }
```

Branch: master ▾
Transport2 / Talking.java

 AdrianTuckwell added a dog


1 contributor

3 lines (3 sloc) | 46 Bytes

```

1  public interface Talking {
2      String speak();
3  }
```

Branch: master ▾
Transport2 / Dog.java

 AdrianTuckwell added a dog

1 contributor

20 lines (16 sloc) | 227 Bytes

```

1  class Dog implements Talking
2  {
3      private String name;
4
5      public Dog(String name)
6      {
7          this.name = name;
8      }
9
10     public String speak()
11     {
12         return "barking";
13     }
14
15     public String getName()
16     {
17         return this.name;
18     }
19
20 }
```