

Polymorphism is the ability to treat a class differently depending on which subclass is implemented.

Example from the Mayhem implementation:

The sprite class allows me to use the 'rect' and 'img' attributes. Even though these attributes are to be found in different classes, they have different values.

All the classes that inherit from the sprite class, have a different image, and a different rect.

In the precode, the Vector2D class represents different things in the examples at the bottom of the precode e.g 'rec\_pos' and 'circle\_pos'.