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W10 Polymorphism Essay

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Polymorphism is the process of using the methods of inheritance to perform multiple specific tasks in a different way. It uses its own unique methods to bind different classes from inheritance together. One method it uses is called the abstract method which is used by calling in a specific function to be used in a child class. The override method uses that function that was called to return it’s own variables called in that specific class. One benefit that polymorphism has is that it uses a single function that can be stored into multiple types of data. This allows the user to reuse these codes in the data which make it easier to read and saves time as well.

An example of polymorphism I used in my project for this week was the RecordEvent() function which was abstract in the parent Goal.cs class and was overridden in the child classes. In this function, the \_goalComplete bool which is called from the parent class is set to false. When the function is executed, points are rewarded and the \_goalComplete is set to true. A Console.WriteLine() is then written telling them that the goal has been complete and that points have been rewarded depending on the type of goal. The DisplayCheckbox() which is also abstract in the parent class and overridden in each child class is checked off with an X for that goal.