

## ⚙️ Method Overloading & Overriding (OOP Concepts)

### 🧠 Theory

#### ◆ Method Overloading

##### Definition:

Method Overloading means defining multiple methods with the **same name** but **different numbers or types of parameters**.

However, **Python does not support true method overloading** like Java or C++.

Instead, it can be achieved through:

- **Default arguments**
- **Variable-length arguments** (\*args / \*\*kwargs)  
These allow a single method to handle different kinds of input.

##### Purpose:

- Makes methods more flexible.
- Simplifies code readability by allowing one method name to handle multiple cases.

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### 💻 Example — Method Overloading

```
class Calculator:
```

```
    def add(self, a=0, b=0, c=0):
```

```
        """Simulates method overloading using default parameters."""
```

```
        return a + b + c
```

```
# Creating object
```

```
calc = Calculator()
```

```
print("Sum of one number:", calc.add(5))
```

```
print("Sum of two numbers:", calc.add(5, 10))
```

```
print("Sum of three numbers:", calc.add(5, 10, 15))
```

##### Output:

Sum of one number: 5

Sum of two numbers: 15

Sum of three numbers: 30

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### ◆ Method Overriding

#### Definition:

Method Overriding occurs when a **child class redefines a method** from its **parent class** using the same name and parameters.

#### Purpose:

- Allows a subclass to **customize or extend** behavior from the parent class.
- Enables **runtime polymorphism**, where the method that runs depends on the object's type.

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### Example — Method Overriding

```
class Animal:
```

```
    def sound(self):  
        print("Some generic animal sound")
```

```
class Dog(Animal):
```

```
    def sound(self):  
        print("Dog barks: Woof!")
```

```
# Creating objects
```

```
a = Animal()
```

```
d = Dog()
```

```
a.sound() # Calls parent method
```

```
d.sound() # Calls overridden method in child class
```

#### Output:

Some generic animal sound

Dog barks: Woof!

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### ◆ Using super() in Method Overriding

super() is used to call the **parent class's method** inside the **child class**, allowing the child to reuse or extend parent functionality.

#### Example:

```
class Vehicle:
```

```
    def start(self):  
        print("Vehicle started")
```

```
class Car(Vehicle):
```

```
    def start(self):  
        super().start() # Call parent class method  
        print("Car engine running smoothly!")
```

```
car = Car()
```

```
car.start()
```

#### Output:

Vehicle started

Car engine running smoothly!

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### ✅ Summary Table

| Concept            | Relationship         | Purpose                            | Behavior                                   |
|--------------------|----------------------|------------------------------------|--|
| <b>Overloading</b> | Within same class    | Handle multiple input types/counts | Achieved via default or variable arguments |
| <b>Overriding</b>  | Parent–Child classes | Redefine or extend parent method   | Achieved at runtime                        |

| Concept        | Relationship        | Purpose              | Behavior                 |
|----------------|---------------------|----------------------|--------------------------|
| <b>super()</b> | Used in child class | Access parent method | Enables code reusability |