Module 4: Polymorphism

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Reference - "Core Python Programming"
Dr. R. Nageshwara Rao
Dreamtech Press

14.4 Polymorphism

- If a variable, object or method exhibits different behavior in different context it is called as polymorphism
- Examples of polymorphism is python are:
 - Duck typing philosophy in python
 - Operator overloading
 - Method overloading
 - Method overriding

14.4.1 Duck typing philosophy in python

If it walks like a duck and talks like a duck, then it must be a duck.

```
Eg.
# Duck class contains talk() method
class Duck:
       def talk(self):
              print('Quack, Quack')
# Human class contains talk() method
class Human:
       def talk(self):
              print('Hello Hi')
# this function accepts an object and calls its talk method
def call talk(obj):
       obj.talk()
# call call talk() and pass an object
# depending on the type of the object the talk() method is executed
x = Duck()
call_talk(x)
x = Human()
call talk(x)
"""Output
Quack, Quack
Hello Hi
```

14.4.1 Duck typing philosophy in python

- Call to talk will give Attribute error if talk() method is not present in class
- To check if the method is presen in the class "hasattr(object,attribute)" function is used
- Eg: # Duck class contains talk() method

```
class Duck:
         def talk(self):
                   print('Quack, Quack')
# Human class contains talk() method
class Human:
         def speak(self):
                  print('Hello Hi')
# this function accepts an object and calls its talk method
def call talk(obj):
         if hasattr(obj,'talk'):
                  obj.talk()
         elif hasattr(obj,'speak'):
                  obj.speak()
# call call talk() and pass an object
# depending on the type of the object the talk() method is executed
x = Duck()
call talk(x)
x = Human()
call talk(x)
"""Output
Quack, Quack
Hello Hi """
```

14.4.2 Operator Overloading

• When an operator can perform different operations it is said to exhibit polymorphism

```
Eg
# + operator operating on integers
print(10+5)
# operating on Strings
s1 = "Red"
s2 = "Fort"
print(s1+s2)
# Operating on lists
11 = [1,2,3]
12 = [4,5,6]
print(l1+l2)
"" Output
15
RedFort
[1,2,3,4,5,6]
```

14.4.2 Operator Overloading

a+b operator is internally written as a.__add__(b) We can make + operator act on objects by method overriding Eg. class BookX: def __init__(self, pages): self.pages = pages def add (self, other): return self.pages+other.pages class BookY: def __init__(self, pages): self.pages = pages b1 = BookX(100)b2 = BookY(150)print("Total pages ", b1+b2) "" Output

Total pages 250 """

14.4.2 Operator Overloading

- Internal methods that can be overridden to act on objects are called as magic methods
- Following table lists operators and their magic methods

Operator	Magic Method	Operator	Magic Method
+	objectadd(self,other)	/=	objectidiv(self,other)
-	objectsub(self,other)	//=	objectifloordiv(self,other)
*	objectmul(self,other)	%=	objectimod(self,other)
/	objectdiv(self,other)	**=	objectipow(self,other)
//	objectfloordiv(self,other)	<	objectlt(self,other)
%	objectmod(self,other)	<=	objectle(self,other)
**	objectpow(self,other)	>	objectgt(self,other)
+=	objectiadd(self,other)	>=	objectge(self,other)
-=	objectisub(self,other)	==	objecteq(self,other)
*=	objectimul(self,other)	!=	objectne(self,other)

14.4.3 Method Overloading

Method overloading is writing more than one method with the same name

```
Eg
sum(int a, int b) {}
sum(int a, int b, int c) {}
```

- Method overloading is not available in python
- To implement method overloading in python

```
Eg
Myclass:
    def sum(self, a=None, b=None, c=None):
        if a!=None and b!=None and c!=None:
            print("sum is ", a+b+c)
        elif a!=None and b!=None:
            print("sum is ", a+b)

# Call sum using objects
m=Myclass()
m.sum(10, 20, 30)
m.sum(25.3,23)
```

14.4.4 Method Overriding

Already discussed under Inheritance section

Experiment 8:

Problem Statement:

Write a program to demonstrate single and multiple inheritance in python with method overriding