

## FINAL LAB TASK 3

### I. PROBLEM

#### Problem. Chirp and Tweet

Create a simple program to demonstrate basic polymorphism with bird sounds.

Class - Bird:

- Methods:
  - `def make_sound(self) -> None`: An abstract method that represents making a sound. It doesn't have a specific implementation in the base class `Bird`.

Class - Sparrow (extends Bird):

- Methods:
  - `def make_sound(self) -> None`: Overrides the `make_sound` method from the base class `Bird`. It prints the sound "Chirp Chirp" when called.

Class - Parrot (extends Bird):

- Methods:
  - `def make_sound(self) -> None`: Overrides the `make_sound` method from the base class `Bird`. It prints the sound "Tweet Tweet" when called.

Class - BirdCage:

- Methods:
  - `def make_bird_sounds(self, birds: List) -> None`: Accepts a list of `Bird` objects as input. Iterates through the list of birds and calls the `make_sound` method on each bird to make its sound.

Note:

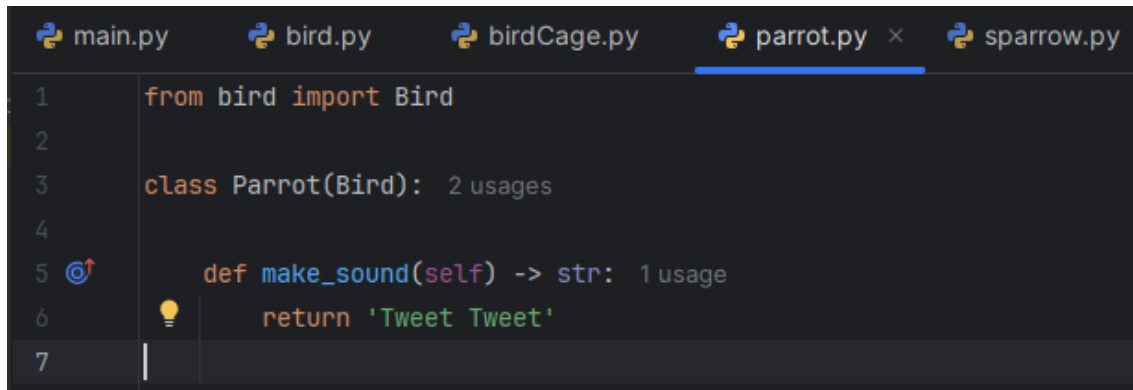
- *The test cases are not outputs of your main file but of a hidden test file. Create and implement the classes instructed to test your code.*
- *Each class should be defined in its own file, with the file name following camelCase conventions (e.g., `bankAccount.py`).*

## II. CODE

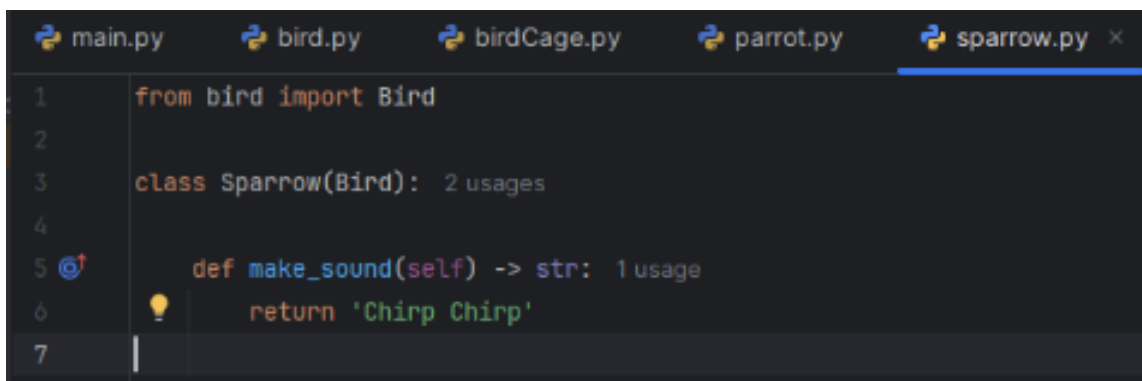
```
main.py × bird.py birdCage.py parrot.py sparrow.py
1 from sparrow import Sparrow
2 from parrot import Parrot
3 from birdCage import BirdCage
4
5 def main(): 1 usage
6     bird1 = Sparrow()
7     bird2 = Parrot()
8
9     print("Sparrow says:", bird1.make_sound()) # Test case 1
10    print("Parrot says:", bird2.make_sound()) # Test case 2
11
12    cage = BirdCage()
13    sounds = cage.make_bird_sounds([bird1, bird2]) # Test case 5
14    print("Bird Cage sounds:", sounds)
15
16 ▶ if __name__ == "__main__":
17     ⚡ main()
18
```

```
main.py bird.py × birdCage.py parrot.py sparrow.py
1 from abc import ABC, abstractmethod
2
3 ⚡ class Bird(ABC): 6 usages
4
5     @abstractmethod 1 usage
6     def make_sound(self) -> None:
7         """Abstract method that must be implemented by subclasses."""
8         ⚡ pass
9
```

```
main.py bird.py birdCage.py × parrot.py sparrow.py
1 from typing import List
2 from bird import Bird
3
4 class BirdCage: 2 usages
5
6     def make_bird_sounds(self, birds: List[Bird]) -> List[str]: 1 usage
7         sounds = []
8         for bird in birds:
9             sounds.append(bird.make_sound())
10    ⚡ return sounds
11
```

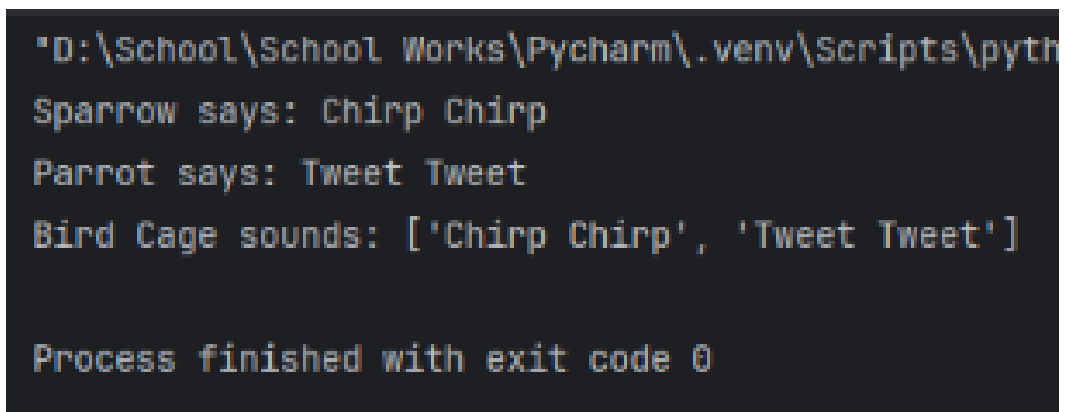


```
main.py  bird.py  birdCage.py  parrot.py ×  sparrow.py
1  from bird import Bird
2
3  class Parrot(Bird): 2 usages
4
5  def make_sound(self) -> str: 1 usage
6      return 'Tweet Tweet'
7
```



```
main.py  bird.py  birdCage.py  parrot.py  sparrow.py ×
1  from bird import Bird
2
3  class Sparrow(Bird): 2 usages
4
5  def make_sound(self) -> str: 1 usage
6      return 'Chirp Chirp'
7
```

### III. SAMPLE OUTPUT



```
"D:\School\School Works\Pycharm\.venv\Scripts\python.exe"
Sparrow says: Chirp Chirp
Parrot says: Tweet Tweet
Bird Cage sounds: ['Chirp Chirp', 'Tweet Tweet']

Process finished with exit code 0
```