



Object Oriented Programming using Python (II)

Lecture(2)
Polymorphism

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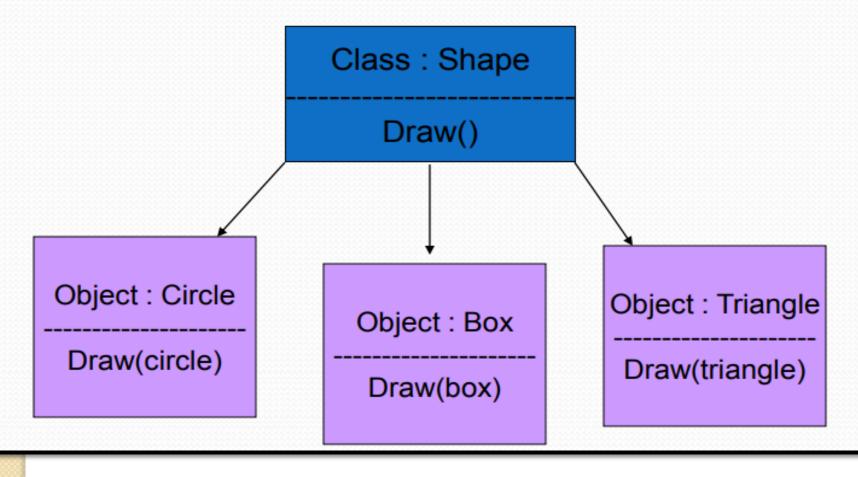
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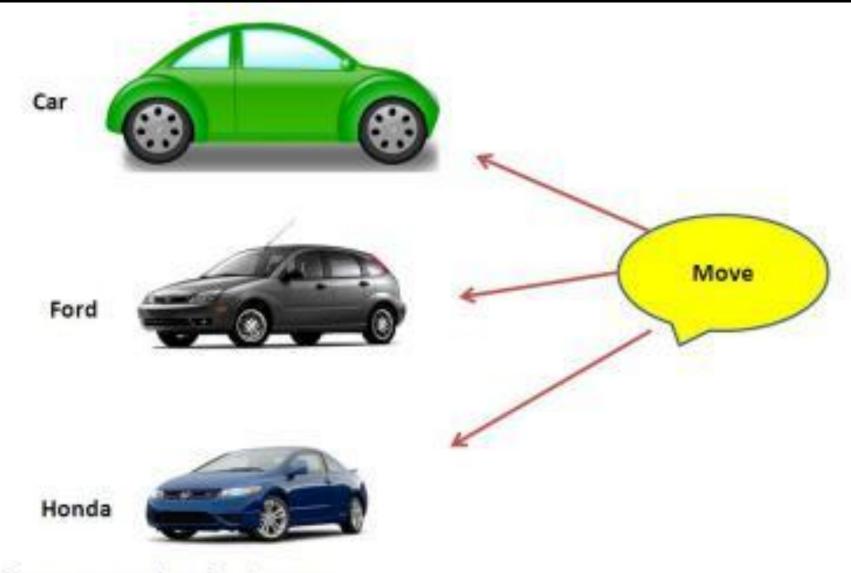
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Polymorphism

- Polymorphism means ability to take more than one form
- Poly refers to many
- This is an operation may exhibit different behavior in different instances

Polymorphism





- *Car uses normal engine to move
- •Ford uses V engine to move
- ·Honda uses i-vtec technology to move

```
class car():
    def move (self):
        print("car use normal engine")
class ford():
    def move (self):
        print("ford use V engine")
class honda():
    def move (self):
        print("Honda car use i-vetec engine")
car1=car()
car2=ford()
car3=honda()
car1.move()
car2.move()
car3.move()
```

Polymorphism

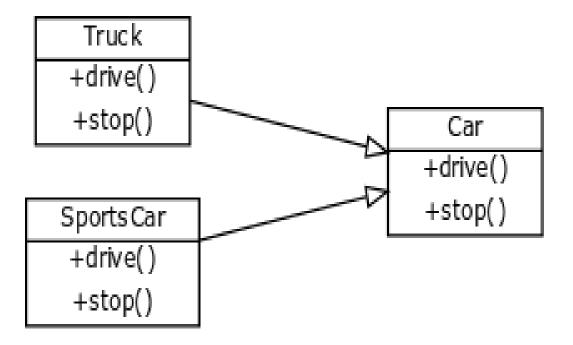
• *Polymorphism* simply means that we can call the same method name with parameters, and depending on the parameters, it will do different things. For example:

```
>>> print(6 * 5)
>>> print("Hello" * 5)
30
```

HelloHelloHelloHello

```
class Document:
def init (self, name):
  self.name = name
def show(self):
    pass
class Pdf (Document):
def show(self):
   return 'Show pdf contents!'
                                    Word
class Word(Document):
                                   +show()
def show(self):
                                                  Document
  return 'Show word contents!'
                                                   +show()
                                    PDF
                                   +show()
documents = [Pdf('Document1'),
Pdf('Document2'),
Word('Document3')]
for i in documents:
print (i.name + ': ' + i.show())
```

Write python program that represent the UML diagram



```
class Car:
 def init (self, name):
  self.name = name
                                     Truck
class Sportscar(Car):
                                     +drive()
 def drive (self):
                                     +stop()
                                                       Car
  return 'Sportscar driving!'
                                                      +drive()
                                                      +stop()
                                    Sports Car
 def stop(self):
                                     +drive()
  return 'Sportscar braking!'
                                     +stop()
class Truck (Car):
 def drive (self):
  return 'Truck driving slowly because heavily loaded.'
 def stop(self):
  return 'Truck braking!'
cars = [Truck('GMC'),
Truck('Hiway Hauler'),
Sportscar('Z3'), Sportscar('Lotus Elise')]
```

Polymorphism example

Write python program that represent the following UML diagram (the program need to install play sound package

