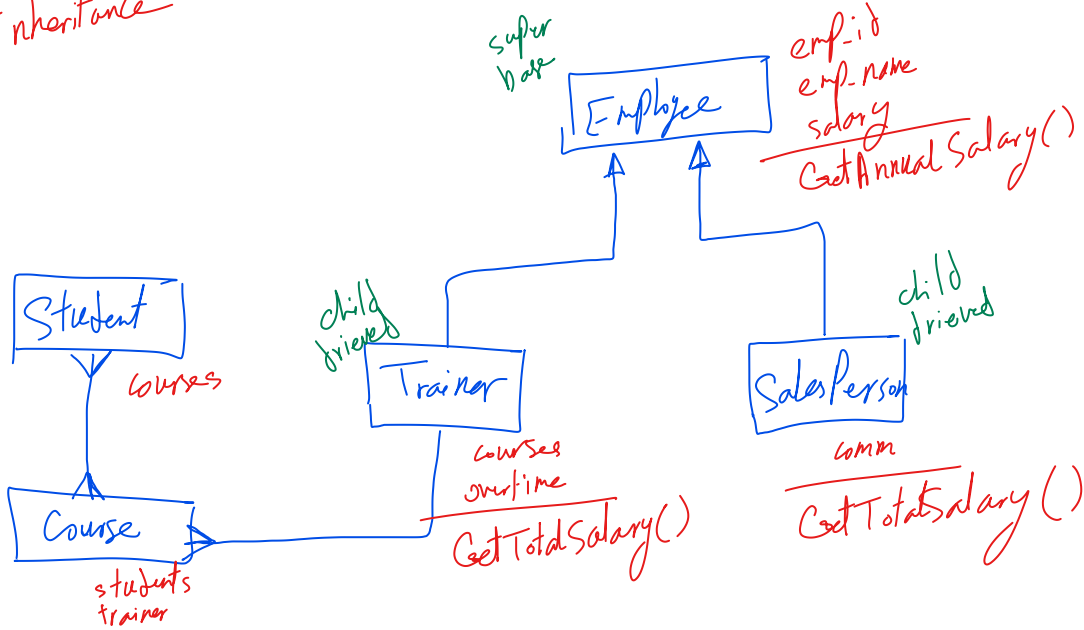


# Association Inheritance

var t1 = new Trainer(--)

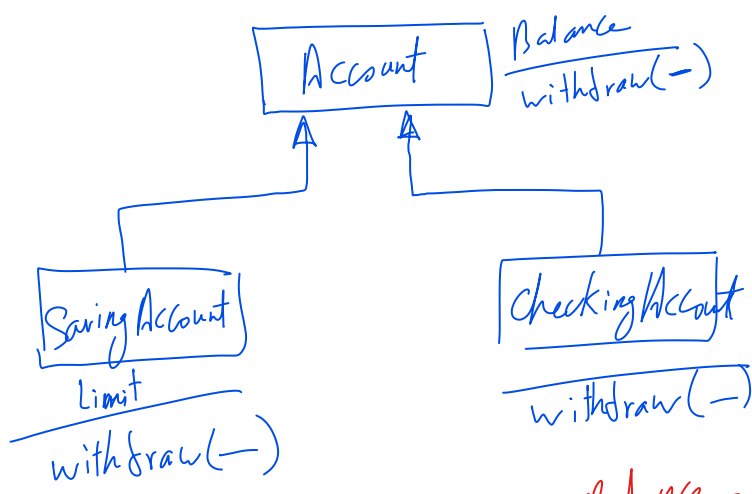
t1.



## Polymorphism

Employee e1 = new Trainer(--);

Dedclaration Type      Actual Type



Balance - amt >= Limit

Balance - amt >= 0





