

Python Polymorphism

The word "polymorphism" means "many forms", and in programming it refers to methods/functions/operators with the same name that can be executed on many objects or classes.

Function Polymorphism

An example of a Python function that can be used on different objects is the len() function.

String

For strings len() returns the number of characters:

Example

```
x = "Hello World!"
```

```
print(len(x))
```

Tuple

For tuples len() returns the number of items in the tuple:

Example

```
mytuple = ("apple", "banana", "cherry")
```

```
print(len(mytuple))
```

Dictionary

For dictionaries len() returns the number of key/value pairs in the dictionary:

Example

```
thisdict = {  
    "brand": "Ford",  
    "model": "Mustang",  
    "year": 1964
```

```
}
```

```
print(len(thisdict))
```

Class Polymorphism

Polymorphism is often used in Class methods, where we can have multiple classes with the same method name.

For example, say we have three classes: Car, Boat, and Plane, and they all have a method called move():

Example

Different classes with the same method:

```
class Car:
```

```
    def __init__(self, brand, model):
        self.brand = brand
        self.model = model
```

```
    def move(self):
        print("Drive!")
```

```
class Boat:
```

```
    def __init__(self, brand, model):
        self.brand = brand
        self.model = model
```

```
    def move(self):
        print("Sail!")
```

```
class Plane:
```

```
    def __init__(self, brand, model):
        self.brand = brand
        self.model = model
```

```
    def move(self):
        print("Fly!")
```

```
car1 = Car("Ford", "Mustang")    #Create a Car class
```

```
boat1 = Boat("Ibiza", "Touring 20") #Create a Boat class
```

```
plane1 = Plane("Boeing", "747") #Create a Plane class
```

```
for x in (car1, boat1, plane1):  
    x.move()
```

Look at the for loop at the end. Because of polymorphism we can execute the same method for all three classes.

Inheritance Class Polymorphism

What about classes with child classes with the same name? Can we use polymorphism there?

Yes. If we use the example above and make a parent class called Vehicle, and make Car, Boat, Plane child classes of Vehicle, the child classes inherits the Vehicle methods, but can override them:

Example

Create a class called Vehicle and make Car, Boat, Plane child classes of Vehicle:

```
class Vehicle:  
    def __init__(self, brand, model):  
        self.brand = brand  
        self.model = model
```

```
    def move(self):  
        print("Move!")
```

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

```
class Boat(Vehicle):  
    def move(self):  
        print("Sail!")
```

```
class Plane(Vehicle):  
    def move(self):  
        print("Fly!")
```

```
car1 = Car("Ford", "Mustang") #Create a Car object  
boat1 = Boat("Ibiza", "Touring 20") #Create a Boat object
```

```
plane1 = Plane("Boeing", "747") #Create a Plane object
```

```
for x in (car1, boat1, plane1):  
    print(x.brand)  
    print(x.model)  
    x.move()
```

Child classes inherits the properties and methods from the parent class.

In the example above you can see that the Car class is empty, but it inherits brand, model, and move() from Vehicle.

The Boat and Plane classes also inherit brand, model, and move() from Vehicle, but they both override the move() method.

Because of polymorphism we can execute the same method for all classes.

Python Scope

A variable is only available from inside the region it is created. This is called **scope**.

Local Scope

A variable created inside a function belongs to the *local scope* of that function, and can only be used inside that function.

Example

A variable created inside a function is available inside that function:

```
def myfunc():  
    x = 300  
    print(x)
```

```
myfunc()
```

Function Inside Function

As explained in the example above, the variable x is not available outside the function, but it is available for any function inside the function:

Example

The local variable can be accessed from a function within the function:

```
def myfunc():  
    x = 300  
    def myinnerfunc():  
        print(x)  
    myinnerfunc()
```

```
myfunc()
```

Global Scope

A variable created in the main body of the Python code is a global variable and belongs to the global scope.

Global variables are available from within any scope, global and local.

Example

A variable created outside of a function is global and can be used by anyone:

```
x = 300
```

```
def myfunc():  
    print(x)
```

```
myfunc()
```

```
print(x)
```

Naming Variables

If you operate with the same variable name inside and outside of a function, Python will treat them as two separate variables, one available in the global scope (outside the function) and one available in the local scope (inside the function):

Example

The function will print the local x, and then the code will print the global x:

```
x = 300
```

```
def myfunc():  
    x = 200  
    print(x)
```

```
myfunc()
```

```
print(x)
```

Global Keyword

If you need to create a global variable, but are stuck in the local scope, you can use the global keyword.

The global keyword makes the variable global.

Example

If you use the global keyword, the variable belongs to the global scope:

```
def myfunc():
```

```
    global x
```

```
    x = 300
```

```
myfunc()
```

```
print(x)
```

Also, use the global keyword if you want to make a change to a global variable inside a function.

Example

To change the value of a global variable inside a function, refer to the variable by using the global keyword:

```
x = 300
```

```
def myfunc():
```

```
    global x
```

```
    x = 200
```

```
myfunc()
```

```
print(x)
```

Nonlocal Keyword

The nonlocal keyword is used to work with variables inside nested functions.

The nonlocal keyword makes the variable belong to the outer function.

Example

If you use the nonlocal keyword, the variable will belong to the outer function:

```
def myfunc1():  
    x = "Jane"  
    def myfunc2():  
        nonlocal x  
        x = "hello"  
    myfunc2()  
    return x  
  
print(myfunc1())
```