

# OOP - Polymorphism in Python

## 1. What is Polymorphism?

Polymorphism means 'many forms'. It allows the same method, function, or operator to behave differently based on the object or data it is acting upon.

## 2. Types of Polymorphism in Python

### a. Compile-Time Polymorphism (Static)

In Python, compile-time polymorphism is achieved through:

- Operator overloading
- Default arguments

Python doesn't support traditional method overloading like Java.

### Example: Operator Overloading

```
class Number:
    def __init__(self, value):
        self.value = value

    def __add__(self, other):
        return Number(self.value + other.value)

    def __str__(self):
        return str(self.value)

n1 = Number(10)
n2 = Number(20)
print(n1 + n2) # Output: 30
```

### Example: Default Arguments (Simulated Overloading)

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```
def greet(name=None):  
    if name:  
        print(f"Hello, {name}")  
    else:  
        print("Hello!")
```

```
greet()      # Hello!  
greet("Akash")  # Hello, Akash
```

### b. Run-Time Polymorphism (Dynamic)

Achieved using method overriding in inheritance. The method that gets executed is determined at runtime based on the object's class.

#### Example: Method Overriding

```
class Animal:  
    def sound(self):  
        print("Some generic sound")  
  
class Dog(Animal):  
    def sound(self):  
        print("Bark")  
  
class Cat(Animal):  
    def sound(self):  
        print("Meow")  
  
def make_sound(animal):  
    animal.sound()
```

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```
make_sound(Dog()) # Bark
```

```
make_sound(Cat()) # Meow
```

## 3. Duck Typing (Python Specific)

Duck typing is a concept where the object's suitability is determined by the presence of a method or behavior rather than the actual type of the object.

### Example: Duck Typing

```
class Bird:
```

```
    def fly(self):
```

```
        print("Flying with wings")
```

```
class Plane:
```

```
    def fly(self):
```

```
        print("Flying with engines")
```

```
def take_off(flyer):
```

```
    flyer.fly()
```

```
take_off(Bird()) # Flying with wings
```

```
take_off(Plane()) # Flying with engines
```

## 4. Summary: Compile-Time vs Run-Time Polymorphism

Compile-Time Polymorphism:

- Resolved before program runs.
- Achieved using operator overloading and default args.
- Example: `__add__` method

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Run-Time Polymorphism:

- Resolved while program runs.
- Achieved using method overriding.
- Example: `sound()` in Dog/Cat

Duck Typing:

- No need for inheritance, just method presence.