

Polymorphism Using Methods

In this lesson, we will implement polymorphism using methods.

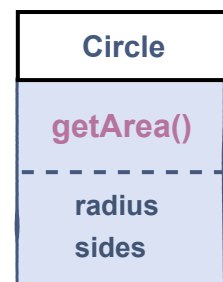
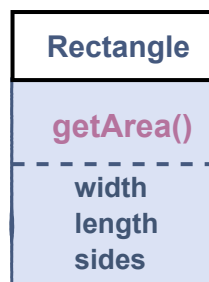
WE'LL COVER THE FOLLOWING ^

- Example
- Explanation

We have learned how polymorphism is useful in making code manageable. In this lesson, we will learn how to implement polymorphism using methods. In the [next lesson](#), we will implement it using inheritance.

Example

Here, we consider two shapes that are defined as classes: *Rectangle* and *Circle*. These classes contain the **getArea()** method which calculates the area for the respective shape depending on the values of their properties.



```
class Rectangle():

    # initializer
    def __init__(self, width=0, height=0):
        self.width = width
        self.height = height
        self.sides = 4

    # method to calculate Area2
    def getArea(self):
        return (self.width * self.height)
```



```
class Circle():
    # initializer
    def __init__(self, radius=0):
        self.radius = radius
        self.sides = 0

    # method to calculate Area
    def getArea(self):
        return (self.radius * self.radius * 3.142)

shapes = [Rectangle(6, 10), Circle(7)]
print("Sides of a rectangle are", str(shapes[0].sides))
print("Area of rectangle is:", str(shapes[0].getArea()))

print("Sides of a circle are", str(shapes[1].sides))
print("Area of circle is:", str(shapes[1].getArea()))
```



Explanation

- In the main function, at **line 25**, we have declared a list that has *two* objects in it.
- The *first* object is a Rectangle with **width** 6 and **height** 10, and the *second* object is a **Circle** of **radius** 7.
- Both the classes have the method **getArea()**, on **lines 10** and **21**, but the execution of this method is different for each class and this is how we have achieved polymorphism.
- Method calls on **lines 27** and **30** look identical, but different methods are called. Thus, we have achieved polymorphism.

This was one way of achieving polymorphism. In the next lesson, we will implement polymorphism using a more efficient and commonly used approach: **polymorphism using inheritance**.