





Polymorphism Using Inheritance

In this lesson, we will be implementing polymorphism using the OOP concepts.

We'll cover the following

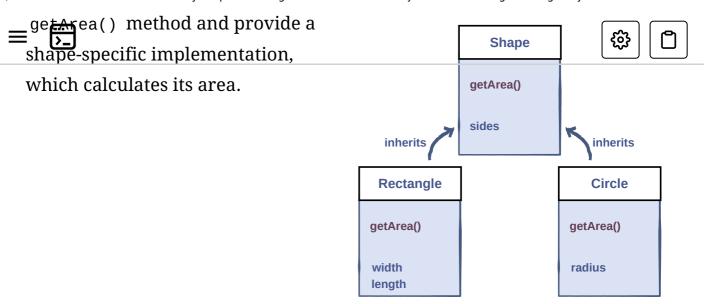
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So far, we have learned that we can add new data and methods to a class through inheritance. But what if we want our derived class to inherit a method from the base class and have a different implementation for it? That is when polymorphism, a fundamental concept in the OOP paradigm, comes into play.

Example

Here, we consider the example of a Shape class, which is the base class while many shapes like Rectangle and Circle extending from the base class are derived classes.

These derived classes inherit the



Rectangle and Circle inherit from Shape

Implementation

We will be implementing the **parent class** first, followed by the **child classes**.

Shape Class

The Shape class has only one public method called getArea().

Let's look at the implementation of the Shape class:

```
1 class Shape:
2   def __init__(self)
3   self.sides = 0
4
5   def getArea(self):
6    pass
7
```

Rectangle Class

Let's ook at the implementation of the Rectangle class:





```
# Rectangle IS A Shape with a specific width a
   class Rectangle(Shape): # derived form Shape
       # initializer
       def init (self, width, height):
4
            self.width = width
5
            self.height = height
6
            self.sides = 4
7
8
       # method to calculate Area
9
       def getArea(self):
10
            return (self.width * self.height)
11
12
```

The Rectangle class is extended from the Shape class. It inherits the sides property from the Shape class and defines new properties, width and height. The *method* getArea() returns the area of the rectangle.

Circle Class

Let's look at the implementation of the Circle class:

```
# Circle IS A Shape with a specific radius
   class Circle(Shape): # derived form Shape dla
2
        # initializer
3
        def __init__(self, radius):
4
5
            self.radius = radius
            self.sides = 0
7
        # method to calculate Area
8
        def getArea(self):
9
            return (self.radius * self.radius * 3
10
11
```

The Circle class is extended from the Shape class. It inherits the sides property from the Shapes class and defines only one new *property*, radius. The method getArea() returns the *area* of the circle.

≡Cmplete Program





Now, by merging all the classes and calling the <code>getArea()</code> method, see what happens:

```
class Shape:
    def __init__(self): # initializing sides of all shapes to 0
        self.sides = 0
    def getArea(self):
        pass
class Rectangle(Shape): # derived form Shape class
    # initializer
    def __init__(self, width=0, height=0):
        self.width = width
        self.height = height
        self.sides = 4
    # method to calculate Area
    def getArea(self):
        return (self.width * self.height)
class Circle(Shape): # derived form Shape class
    # initializer
    def __init__(self, radius=0):
        self.radius = radius
    # method to calculate Area
    def getArea(self):
        return (self.radius * self.radius * 3.142)
shapes = [Rectangle(6, 10), Circle(7)]
print("Area of rectangle is:", str(shapes[0].getArea()))
print("Area of circle is:", str(shapes[1].getArea()))
```

Explanation

In the main function, we have declared a list that has two objects in it. The first object is a Rectangle with width 6 and height 10. The second object is a Circle of radius 7.

The etArea() method returns the area of the respective shape. This is Polymorphism; having specialized implementations of the same methods for each class.

In the next lesson, we'll be learning about the process of **method overriding**.

