

Final Task 3

Simple Polymorphism

Problem:

Finals Task 3. Simple Polymorphism

Problem. Chirp and Tweet

Create a simple program to demonstrate basic polymorphism with bird sounds.

Class - Bird:

- Methods:
 - `def make_sound(self) -> None`: An abstract method that represents making a sound. It doesn't have a specific implementation in the base class `Bird`.

Class - Sparrow (extends Bird):

- Methods:
 - `def make_sound(self) -> None`: Overrides the `make_sound` method from the base class `Bird`. It prints the sound "Chirp Chirp" when called.

Class - Parrot (extends Bird):

- Methods:
 - `def make_sound(self) -> None`: Overrides the `make_sound` method from the base class `Bird`. It prints the sound "Tweet Tweet" when called.

Class - BirdCage:

- Methods:
 - `def make_bird_sounds(self, birds: List[Bird]) -> None`: Accepts a list of `Bird` objects as input. Iterates through the list of birds and calls the `make_sound` method on each bird to make its sound.

Note:

- The test cases are not outputs of your main file but of a hidden test file. Create and implement the classes instructed to test your code.
- Each class should be defined in its own file, with the file name following camelCase conventions (e.g., `bankAccount.py`).

TEST CASES:

Test Cases

Test case 1

Should return ["Chirp Chirp"] when invoking the method [make_sound()] of Sparrow object returned when invoking the Sparrow() constructor of the Sparrow class.

Test case 2

Should return ["Tweet Tweet"] when invoking the method [make_sound()] of Parrot object returned when invoking the Parrot() constructor of the Parrot class.

Test case 3

Should return ["Chirp Chirp"] when invoking the method [make_sound()] of Bird object returned when invoking the Sparrow() constructor of the Sparrow class and return ["Tweet Tweet"] when invoking the method [make_sound()] of Bird object returned when invoking the Parrot() constructor of the Parrot class.

Test case 4

Should make Bird class an abstract.

Test case 5

Should return ["Chirp Chirp", "Tweet Tweet"] when invoking the method [make_bird_sounds([Sparrow(), Parrot()])] of BirdCage object returned when invoking the BirdCage() constructor of the BirdCage class.

Code:

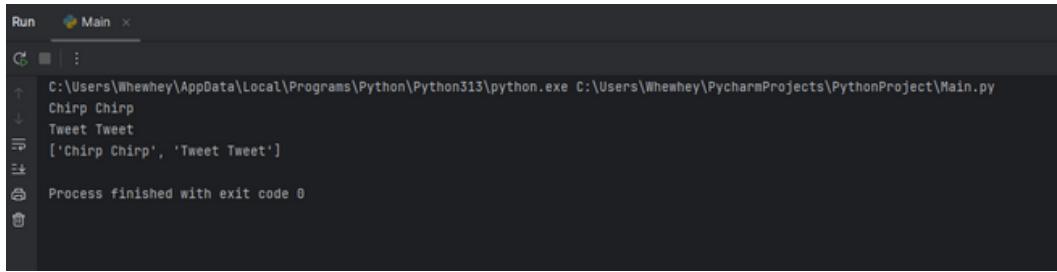
```
Main.py      bird.py ×      sparrow.py      parrot.py      birdCage.py
1  from abc import ABC, abstractmethod
2
3  class Bird(ABC):  6 usages
4
5      @abstractmethod  1 usage
6      def make_sound(self) -> str:
7          pass
8
```

```
Main.py      bird.py      sparrow.py ×      parrot.py      birdCage.py
1  from bird import Bird
2
3  class Sparrow(Bird):  2 usages
4
5  def make_sound(self) -> str:  1 usage
6      return "Chirp Chirp"
7
```

```
Main.py      bird.py      sparrow.py      parrot.py ×      birdCage.py
1  from bird import Bird
2
3  class Parrot(Bird):  2 usages
4
5  def make_sound(self) -> str:  1 usage
6      return "Tweet Tweet"
7
```

```
Main.py ×      bird.py      sparrow.py      parrot.py      birdCage.py ×
1  from typing import List
2  from bird import Bird
3
4  class BirdCage:  2 usages
5
6  def make_bird_sounds(self, birds: List[Bird]) -> list:  1 usage
7      return [bird.make_sound() for bird in birds]
8
```

Output:



A screenshot of the PyCharm IDE's Run tab. The title bar says "Run Main". The output window displays the command run: "C:\Users\Whewhey\AppData\Local\Programs\Python\Python313\python.exe C:\Users\Whewhey\PycharmProjects\PythonProject\Main.py". Below the command, two lines of text are printed: "Chirp Chirp" and "Tweet Tweet". A list icon indicates a list is present: "['Chirp Chirp', 'Tweet Tweet']". At the bottom, a message says "Process finished with exit code 0".