

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) -> 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:



```
Run Main x
C:\Users\Whewhey\AppData\Local\Programs\Python\Python313\python.exe C:\Users\Whewhey\PycharmProjects\PythonProject\Main.py
Chirp Chirp
Tweet Tweet
['Chirp Chirp', 'Tweet Tweet']
Process finished with exit code 0
```

The screenshot shows a PyCharm Run console window. The title bar indicates the file being executed is 'Main'. The console output shows the execution of a Python script, resulting in three lines of text: 'Chirp Chirp', 'Tweet Tweet', and a list containing these two strings: ['Chirp Chirp', 'Tweet Tweet']. The process concludes with the message 'Process finished with exit code 0'.