

Polymorphism Overview

- Poly - Many, Morphs - forms
- Polymorphism refers to the ability of an object with the same name to carry out different functionality altogether.

Overriding v/s Overloading

- Overriding is a concept in which if objects are with same name then the latest one will be retained.
- Overloading is a concept in which if the functions/ methods with same name have different arguments, each can be called with respect to their arguments.

operator overloading

```
print(2 + 3)    # 5
```

```
print("hai" + "hello")    # haihello
```

#####

method overloading and method overriding

```
def add(a, b):
```

```
    return a + b
```

```
def add(a, b, c):
```

```
    return a + b + c
```

```
# print(add(1, 2))    # TypeError
```

```
# print(add(1, 2, 3))    # 6
```

#####

inheritance

class Banking:

```
def __init__(self, name, balance):  
    self.name = name  
    self.balance = balance  
  
def deposit(self, amount):  
    self.balance += amount  
    print(f"deposited amount is: {amount}")
```

class SavingsAccount(Banking):

```
def deposit(self, amount):  
    if amount >= 1000:  
        super().deposit(amount)
```

b = Banking("steve", 20000)

b.deposit(500)

#

s = SavingsAccount("John", 10000)

s.deposit(100)

#####

method overloading using default arguments

```
def add(a, b, c=0):  
    return a + b + c
```

```
print(add(1, 2))
```

```
print(add(12, 34, 6))
```

```
#####
```

```
# polymorphism in inbuilt function
```

```
# len()
```

```
print(len("hello"))      # counting the number of characters
```

```
print(len(["hello", "hai"])) # counting the number of values
```

```
print(len(("hello", "hai"))) # counting the number of values
```

```
print(len({1, 2, 3, 4}))    # counting the number of keys
```

```
print(len({"a": 1, "b": 2})) # counting the number of keys
```