C# and Microsoft .NET

Polymorphism

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Last time…

- Static, Namespaces, Class Libraries, Nuget
- Inheritance
- Interfaces
- Class Diagrams
- Abstract Classes (**not really**)
- ... today we will have some examples ☺

- Feedback form… why don't we try another form ☺

Principles of OOP

- ## Abstraction
  Hide all but relevant details from end users / programmers

- ## Encapsulation
  Hide the internal details from end users / programmers

- ## Inheritance
  Reuse (share) logic and state from parent classes

- ## Polymorphism
  Access a class through its parent interface

Virtual Methods

- ## The **virtual** keyword

    public class **class_name**

    {

      public **virtual** method_name()

        {

        }

    }

- ## Overridden methods (**override** keyword)
- ## New methods (**new** keyword)
- ## Abstract vs. Virtual

Type Casting

- Type casting and polymorphism
- How the type of the reference works?
- Abstractions
  - Casting to a base class
  - Casting to a base abstract class
  - Casting to an interface