Class_Act26

🧠 Python OOP Activity: Staff Management System (Inheritance + Polymorphism)

📌 Objective:

Understand how to:

- Use **inheritance** to reuse code from a parent class.
- Apply **polymorphism** by creating a shared method that behaves differently in each child class.

📃 Scenario:

You're building a staff management system for a school. All staff members have names and roles, but the **work they do** depends on their position (e.g., teacher or janitor).

🛠️ Instructions:

1. Create a base class `Staff` with:
   - An attribute `name`
   - A method `perform_duty()` that just prints: `"Staff member performing duty."`
2. Create two subclasses:
   - `Teacher` – overrides `perform_duty()` to print: `"Teaching students."`
   - `Janitor` – overrides `perform_duty()` to print: `"Cleaning the school."`
3. Create a **function** `do_work(staff_member)` that takes any staff object and calls `perform_duty()` — showing **polymorphism** in action.
4. Create a **list of mixed staff members** and use a for loop to call `do_work()` on each.