1 Explain Inheritance and polymorphism from oop's Concept with example.

Inheritance and polymorphism are two fundamental concept in Object - Oriented Programming (ODP). Both Concepts facilibate code resuse and enhance the frenibility and extensibility of software. To understand these concepts from a loops perspective let's use the analogy to explain each one:

*) Inheritance:

Inheritance is a concept of oop where one class can inherit properlies and behaviour from another crass. The Subcrass can extend the functionality of the Supercial by adding new features or, overriding existing ones.

Loop Anarysis (Anarogy):

Think of inheritance of a looping mechanism where eque steers with a basic loop and then use it as a templak to Creak additional specialized 100ps.

Example:

The " shape " class is the base class. and the "Rectangle" and "circle" classes are derived classes. The "Shape" cass provides a generic method 'areac,', and each derived class implements its own Venion of the 'areac,' method, which carcurates the area of the specific shape. By inheriting from the "Shape" class, While adding their specific implements.

* Porymorphism:

Polymorphism is the ability of objects to take on multiple forms. In the control of oop, it allows different classes to have methods with Same name, but the behaviour can vary depending on the actual Object type (run time.

Loop Analogy: Think of polymorphism as a looping mechanism that iterates over a list of different objects, treating each other Object uniformly even tough may belong to

Example: The 'print-areacy' function takes a 'shape' object or an argument. It doesn't know about the specific type of shape, it the "Rectange" and "circle" classes result this is polymorphism in action - treating objects. When the loop thrates over the list of shapes the appropriate 'area c,' method of each shape is invoked, demonstrating polymorphic behaviour .