**Duck Typing Python**

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In python we are not going to declare the object type explicitly bcz it is Dynamically typed programming language....

Then how can you decide this object is what type. if it is walks like duck and talks like duck .....

It is called duck type

Ex

class Duck():

def talk(self):

print("Quack Quack....")

class Dog():

def bark(self):

print("Bou Bou....")

class Goat():

def talk(self):

print("Myaa Myaa....")

duck=Duck()

dog=Dog()

goat=Goat()

l=[dog,duck,goat]

for obj in l:

if hasattr(obj,'talk'):

obj.talk()

elif hasattr(obj,'bark'):

obj.bark()

**OverLoading**

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a.Operator overloading

b.Method Overloading

c.Constructor Overloadin

***\* operator overloading \****

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+operaor

10+20 =30

'durga'+'soft'=durgasoft

\* operator

10\*20=200

'durga'\*3=durgadurgadurga

**Method Overloading**

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