

Polymorphism



Michael Van Sickle

@vansimke



Overview



Polymorphism Strategies



Polymorphism

The ability to transparently substitute a family of types that implement a common set of behaviors.



Polymorphism

Reader

`Read([]byte) (int, error)`

File

`Read([]byte) (int, error)`

TCP

`Read([]byte) (int, error)`

WebSocket

`Read([]byte) (int, error)`



Interfaces



Interfaces

```
type PaymentOption interface {  
    ProcessPayment(float32) bool  
}
```

```
type CreditAccount struct { ... }
```

```
func (c *CreditAccount) ProcessPayment(amt float32) bool { ... }
```

```
type CashAccount struct { ... }
```

```
func (c *CashAccount) ProcessPayment(amt float32) bool { ... }
```

Interfaces are implicitly
implemented in Go!



Summary



Polymorphism

Strategies

- Interfaces



Course Summary

Introduction

Encapsulation

Message Passing

Composition

Polymorphism

