

# Advanced Python

Subject: Polymorphism and Encapsulation in Python OOP

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# Polymorphism and Encapsulation in Python OOP

## Polymorphism

- The word polymorphism means having many forms.
- In programming, polymorphism means the same function name (but different signatures) being used for different types.

# Polymorphism and Encapsulation in Python OOP

## Encapsulation concept

- Encapsulation in Python describes the concept of bundling data and methods within a single unit.
- So, for example, when you create a class, it means you are implementing encapsulation.
- A class is an example of encapsulation as it binds all the data members (instance variables) and methods into a single unit.



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## Encapsulation details

- Using encapsulation, we can hide an object's internal representation from the outside (information hiding).
- Also, encapsulation allows us to restrict accessing variables and methods directly and prevent accidental data modification by creating **private or protected data members and methods** within a class.
- Encapsulation is a way to can restrict access to methods and variables from outside of class.





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## Access Modifiers in Python

- Encapsulation can be achieved by declaring the data members and methods of a class either as private or protected.
- Access modifiers limit access to the variables and methods of a class. Python provides three types of access modifiers  
private, public, and protected.
  - ❑ **Public Member:** Accessible anywhere from outside of the class.
  - ❑ **Private Member:** Accessible within the class
  - ❑ **Protected Member:** Accessible within the class and its sub-classes

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## Access Modifiers in Python

```
class Employee:
```

```
    def __init__(self, name, salary):
```

```
        self.name = name
```

```
        self._project = project
```

```
        self.__salary = salary
```

Public Member (accessible within or outside of a class)

Protected Member (accessible within the class and its sub-classes)

Private Member (accessible only within a class)

↑  
Data Hiding using Encapsulation

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## Private Member

- We can protect variables in the class by marking them private.
- To define a private variable add two underscores (\_\_) as a prefix at the start of a variable name.
- Private members are accessible only within the class, and we can't access them directly from the class objects.
- We can access private members from outside of a class using the following two approaches
  - Create public method to access private members
  - Use name mangling

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## **Protected Member**

- Protected members are accessible within the class and also available to its sub-classes.
- To define a protected member, prefix the member name with a single underscore (\_).
- Protected data members are used when you implement inheritance and want to allow data members access to only child classes.