

AGENDA

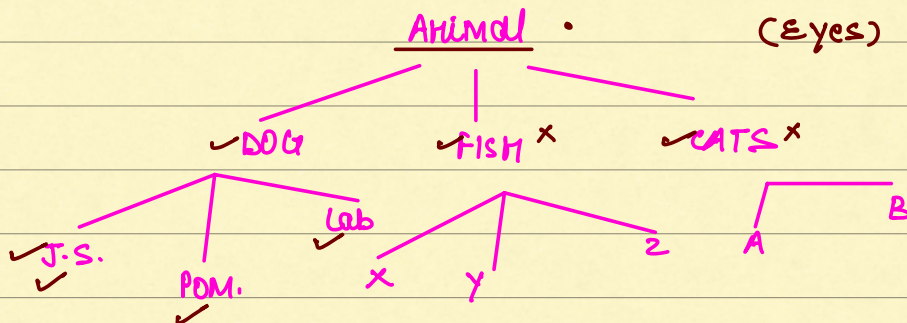
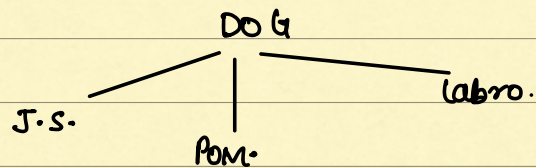
✓ 1.) Inheritance

✓ 2.) Polymorphism

start by 9:05 PM

*) INHERITANCE:

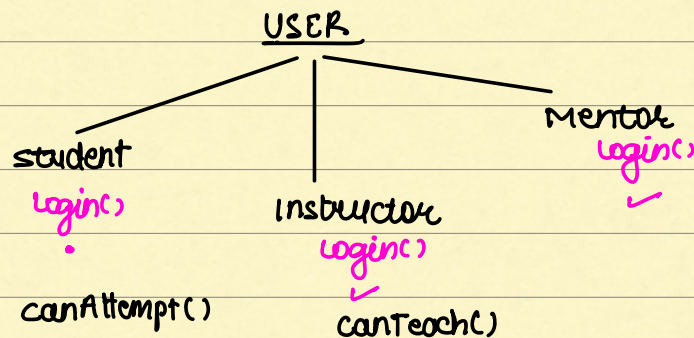
"Representation of hierarchy
in classes"



Inheritance.

eg: scala

user → canlogin()



Parent class → superclass

child class → subclass

How do implement Inheritance:

```
class User {
```

- email
- Password

```
}
```

```
class student extends User {
```

- psp

```
}
```

USER
↓
student

```
student s = new student()
```

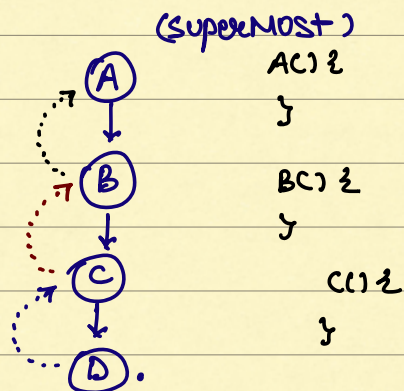
```
s.emaildd ✓
```

```
s.pwd ✓
```


Use
↓
student

student s = new student();

*) HOW CONSTRUCTORS WORK IN INHERITANCE:



D d = new D();

A > B > C > D

class B {

B() {

✓

}

B(String s) {

}

}

Above concept is called: Constructor chaining-

9:58 PM IST

★) POLYMORPHISM:

(best usecase of Inh.)

POLY - Many } - Many forms
MORPHS - forms of same thing.

AuthenticateUser(user u) {

.....
.....

}

↓

AuthUser (list<user> u) {

.....
.....

}

Users → student / Mentor / Instructor

list<user>^u = new ArrayList();
u.add(new Student());

```
u.add(new mentor());
```

✓ This is Polymorphism.

(**)

Animal

↓

Dog

① Animal a = new Dog(); ✓
② Dog d = new Animal(); ✗

Note: Allowed to put child object in Parent
datatype.

Animal →

a. height ✗
a. name ✓

a. bark(); ✓ // Dog
a. walk(); ✗ // Animal

*) TYPES OF POLYMORPHISM:

1.) compile

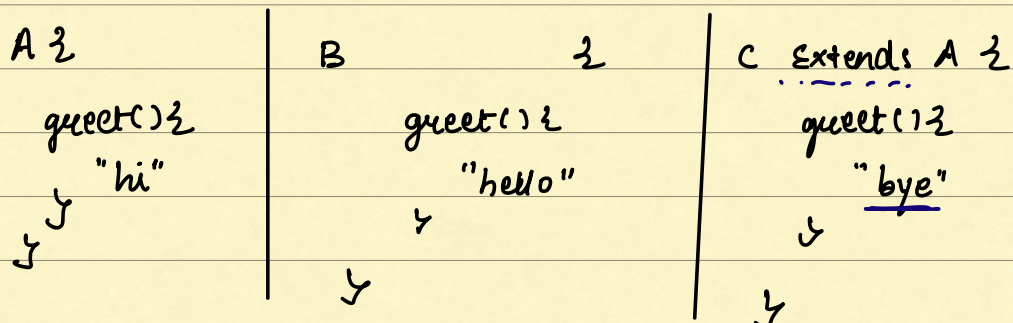
2.) Runtime

COMPILE TIME: / Method overloading

→ same method names for different purpose -

Compiletime Polymor Eg:

#1.



list<A> = [A, B, C, A]

•greet()

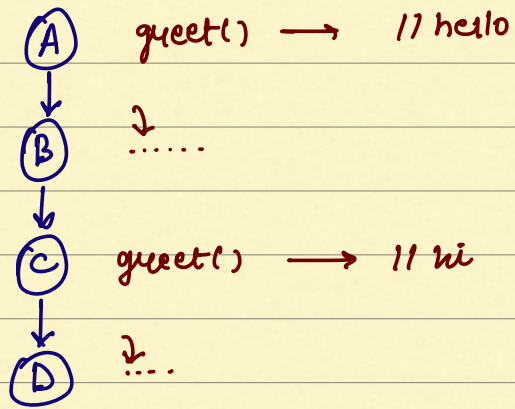
hi ✓

hello ✓

bye

hi ✓

#2.)



D d = new D();

hi

A a = new D();

C c = new D();