PYTHON LAB PROGRAM 8

- 8) Aim: Demonstration of classes and methods with polymorphism and overriding
- a) Write a python program to find the whether the given input is palindrome or not (for both string and integer) using the concept of polymorphism and inheritance.

Code:

```
class Palindrome:
  def init (self, data):
     self.data = data
  def is_palindrome(self):
     return str(self.data) == str(self.data)[::-1]
class StringPalindrome(Palindrome):
  def __init__(self, data):
     super(). init (data)
  def is palindrome(self):
     return super().is_palindrome()
class IntegerPalindrome(Palindrome):
  def init (self, data):
     super().__init__(data)
  def is palindrome(self):
     return super().is_palindrome()
def check_palindrome(input_data):
  if isinstance(input_data, int):
     obj = IntegerPalindrome(input_data)
  elif isinstance(input_data, str):
     obj = StringPalindrome(input data)
  else:
     raise ValueError("Input should be an integer or string")
  return obj.is_palindrome()
st = input("Enter a string : ")
stObj = StringPalindrome(st)
if stObj.is_palindrome():
  print("Given string is a Palindrome")
else:
  print("Given string is not a Palindrome")
val = int(input("Enter a integer : "))
intObj = IntegerPalindrome(val)
if intObj.is_palindrome():
  print("Given integer is a Palindrome")
else:
```

print("Given integer is not a Palindrome")

OUTPUT:

Case1:

Enter a string : AbA

Given string is a Palindrome

Enter a integer: 121

Given integer is a Palindrome

Case2:

Enter a string : VTU

Given string is not a Palindrome

Enter a integer: 123

Given integer is not a Palindrome