



# CSE 1201

# Object Oriented Programming

## Polymorphism

# Acknowledgement

□ For preparing the slides I took materials from the following sources

- Course Slides of Dr. Tagrul Dayar, Bilkent University
- Java book “*Java Software Solutions*” by Lewis & Loftus.

# Polymorphism

- The term *polymorphism* literally means "having many forms"
- A *polymorphic reference* is a variable that can refer to different types of objects at different points in time
- The method invoked through a polymorphic reference can change from one invocation to the next
- All object references in Java are potentially polymorphic

# Polymorphism

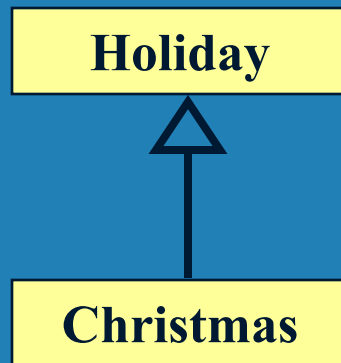
- Suppose we create the following reference variable:

```
Occupation job;
```

- Java allows this reference to point to an `Occupation` object, or to any object of any compatible type
- This compatibility can be established using inheritance or using interfaces
- Careful use of polymorphic references can lead to elegant, robust software designs

# References and Inheritance

- An object reference can refer to an object of its class, or to an object of any class related to it by inheritance
- For example, if the **Holiday** class is used to derive a child class called **Christmas**, then a **Holiday** reference could be used to point to a **Christmas** object



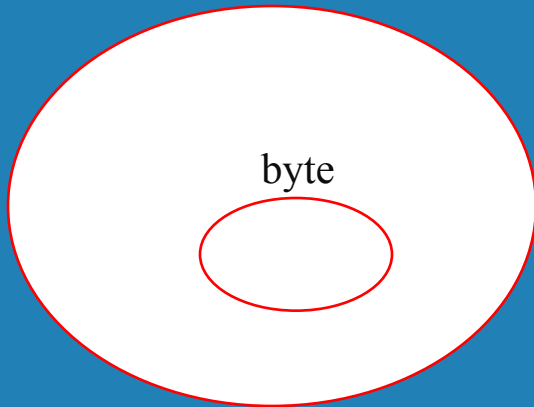
```
Holiday day;  
day = new Christmas();
```

# References and Inheritance

- Assigning a predecessor object to an ancestor reference is considered to be a widening conversion, and can be performed by simple assignment
- Assigning an ancestor object to a predecessor reference can be done also, but it is considered to be a narrowing conversion and must be done with a cast
- The widening conversion is the most useful
- An `Object` reference can be used to refer to any object
  - An `ArrayList` is designed to hold `Object` references

# References and Inheritance

int



The set of int values is a wider set than the set of byte values, and contains all members of the byte values set.

```
byte b = 2;
```

```
int a = b; //widening conversion
```

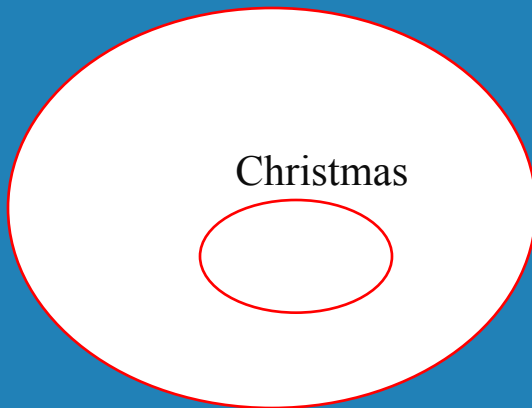
```
b = a; // narrowing conversion, invalid
```

```
b = (byte) a; // this is ok
```

```
Holiday h = new Holiday(...);
```

```
Christmas ch = h; // invalid, not all  
//holidays are christmas
```

Holiday



# Polymorphism via Inheritance

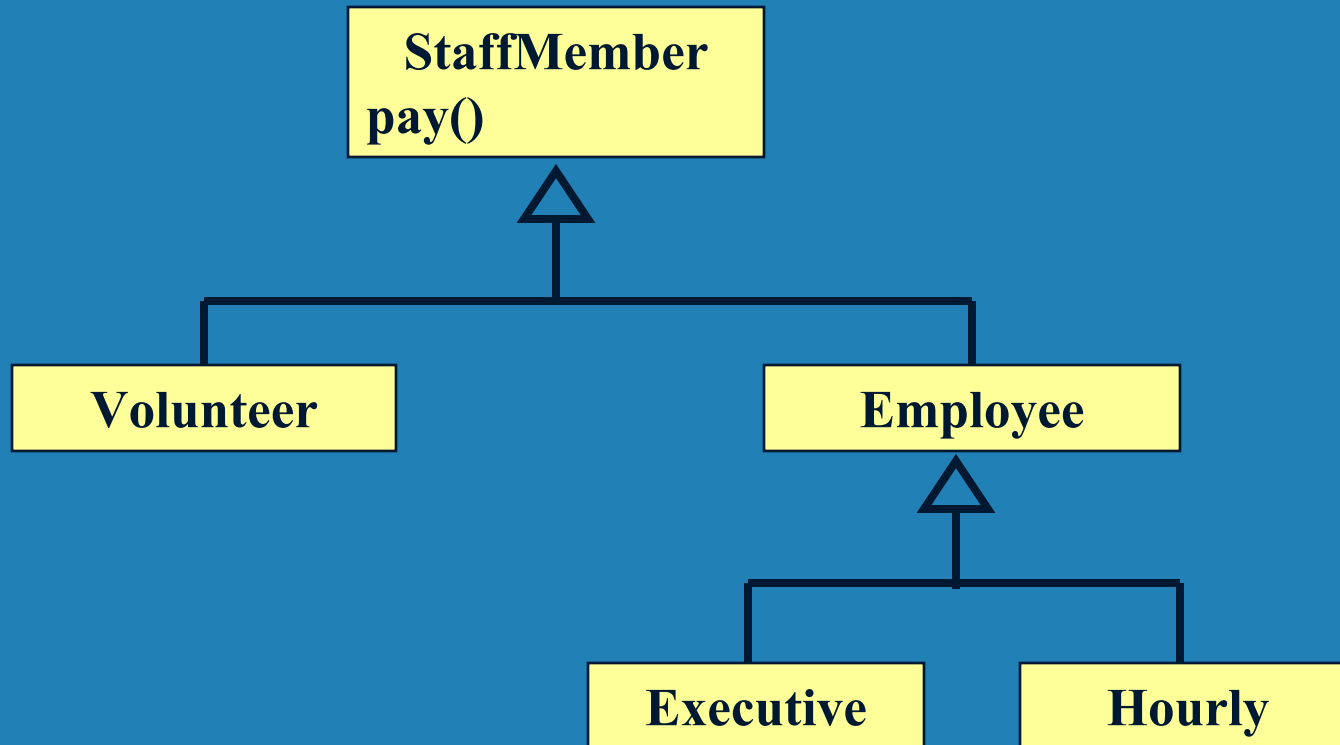
- It is the type of the object being referenced, not the reference type, that determines which method is invoked
- Suppose the `Holiday` class has a method called `celebrate`, and the `Christmas` class overrides it
- Now consider the following invocation:  

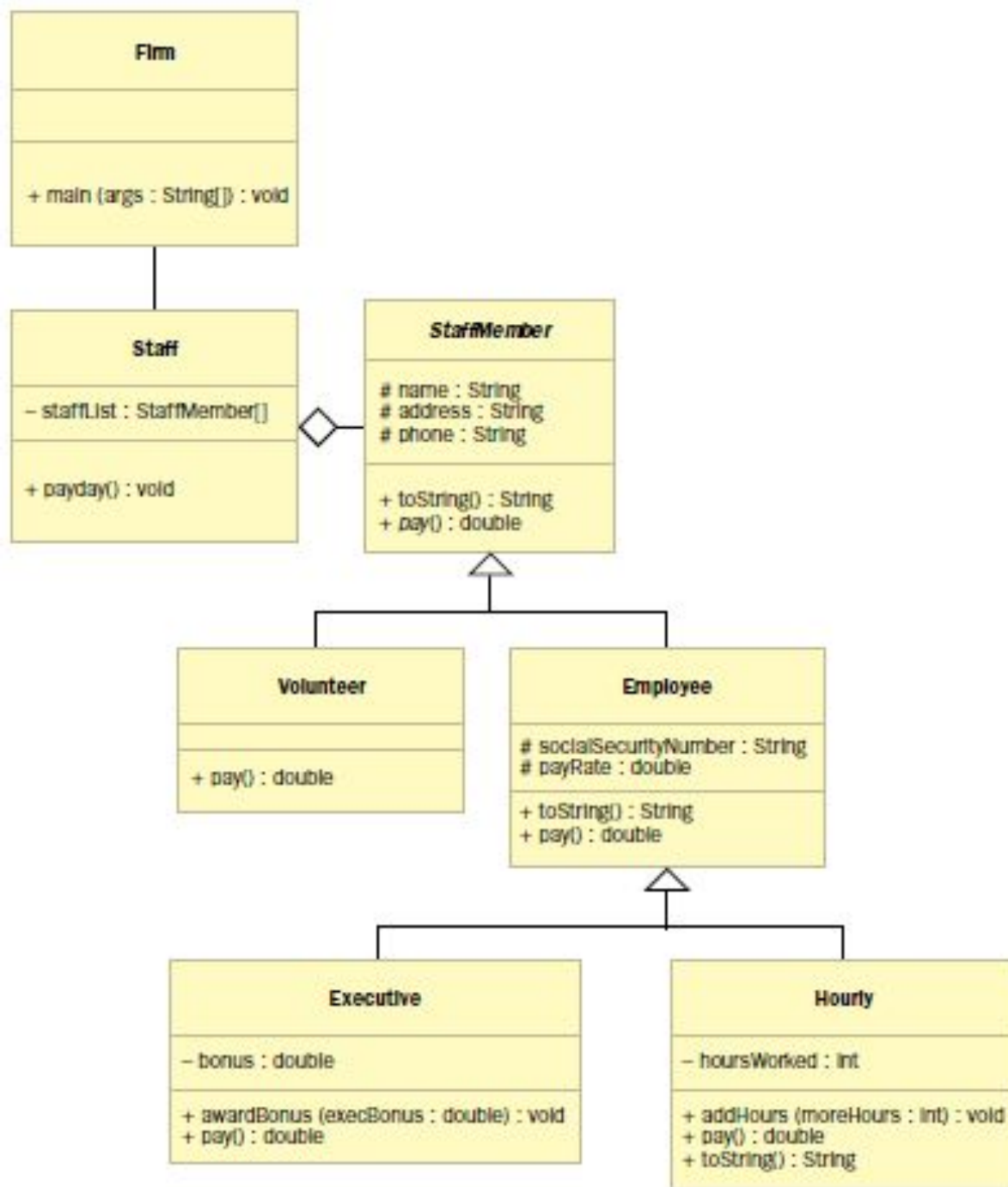
```
day.celebrate();
```
- If `day` refers to a `Holiday` object, it invokes the `Holiday` version of `celebrate`; if it refers to a `Christmas` object, it invokes the `Christmas` version



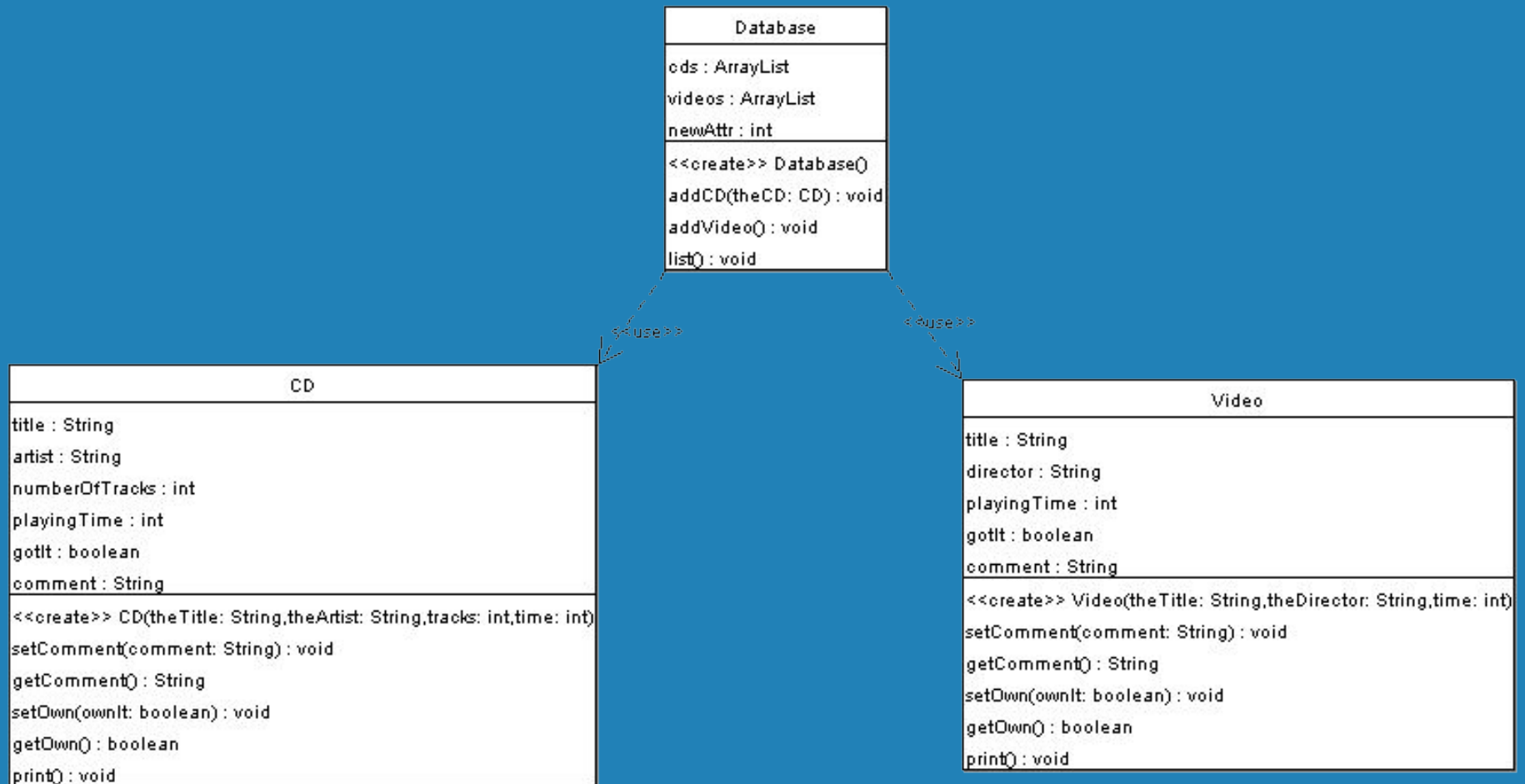
# Polymorphism via Inheritance

□ Consider the following class hierarchy:





# CD and Video Database



# CD and Video Database revisited

