

# Python Programming

## Unit 05 – Lecture 04: Polymorphism (Overriding and Operator Overloading)

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Repository: <https://github.com/tali7c/Python-Programming>

# Quick Links

Core Concepts

Demo

Interactive

Summary

# Agenda

1 Core Concepts

2 Demo

3 Interactive

4 Summary

# Learning Outcomes

- Explain polymorphism in OOP

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- Explain polymorphism in OOP
- Implement method overriding in subclasses
- Implement operator overloading using special methods
- Use `__str__` for readable object printing

# Polymorphism (Idea)

- “Same interface, different behavior”



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- “Same interface, different behavior”
- Example: `area()` behaves differently for Circle and Rectangle

# Method Overriding

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- Python chooses the method based on the object's actual class

# Operator Overloading

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- Examples:
  - `+` uses `__add__`
  - `==` uses `__eq__`
  - `len(obj)` uses `__len__`



## Example: Point Addition

```
class Point:
    def __init__(self, x, y):
        self.x = x
        self.y = y

    def __add__(self, other):
        return Point(self.x + other.x, self.y + other.y)
```

# Demo: Overriding + Operator Overloading

- File: `demo/polymorphism_operator_overloading_demo.py`

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  - polymorphic `area()` calls
  - `Point + Point` using `__add__`

# Checkpoint 1

**Question:** If a parent and child both define `describe()`, which one runs for a child object?

## Checkpoint 2

**Question:** Which special method is used for operator +?

# Think-Pair-Share

Discuss:

- Should every class implement operator overloading? When is it helpful vs confusing?



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- Operator overloading uses special methods like `__add__`
- Use overloading only when it improves readability and matches meaning

# Exit Question

Name the special method used to control printing of an object using `print(obj)`.