

Poly morphism (ie: o.show). Only know which show to invoke at runtime via which object *o* represents.

Run-TIME  
DYNAMIC  
LATE } BINDING

w/ same signature

↓

A) Overriding: redefinition of an operation (method) of a class by one of its subclasses.

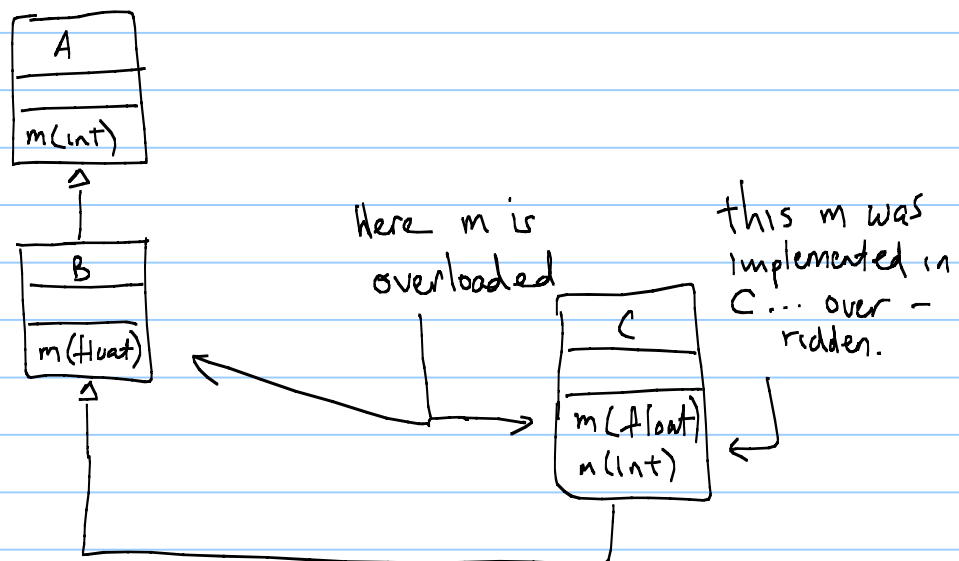
In Python, instead of using super, we use the actual class name.

B) Overloading: several operations (methods) of the same class have the same name but rest of signature is different.

Signature → Name

- Number & Type of args
- Return type

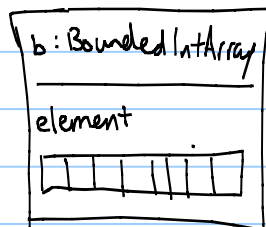
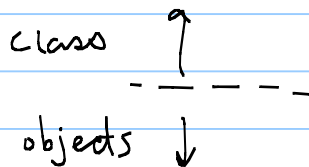
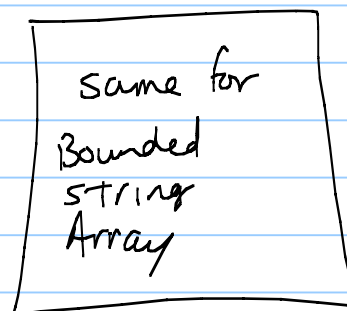
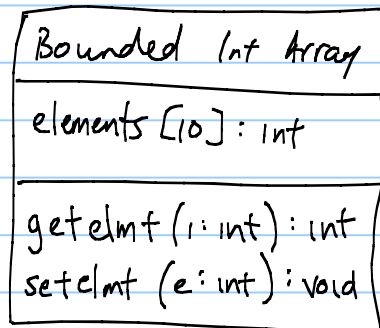
We can combine these:



## 9) Genericity (Parameterized types) (C++ template classes)

Is a mechanism for clients to specify the types of objects in a class via parameters passed at declaration time and evaluated at compile time.

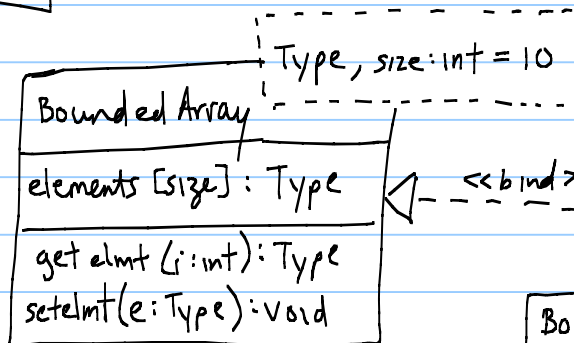
1e:



regular

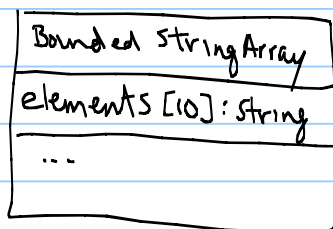
default  
value

w/ genericity:

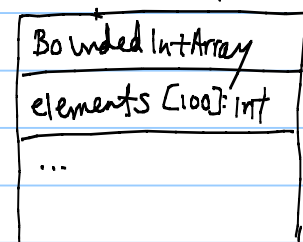


Type, size: int = 10

← <<bind>> <Type> → int,  
size → 100



↑  
-----  
<<bind>> <Type> →  
string



no bind for size  
so use default