

A decorative L-shaped frame composed of thick, dark brown lines. One part of the frame is on the left side, extending from the top to the bottom. The other part is on the right side, extending from the top to the bottom. The two parts meet at the top and bottom corners, forming an open rectangular shape.

# POLIMORFIZM

O'QITUVCHI: AVLAKULOV DAVRON  
OLIMOVICH

# Polimorfizm

- Polimorfizm "ko'p shakllar" degan ma'noni anglatadi va bizda meros orqali bir -biri bilan bog'liq bo'lgan sinflar ko'p bo'lganda paydo bo'ladi.
- Vorislik bizga boshqa sinfdan atributlar va usullarni meros qilib olish imkonini beradi. Polimorfizm har xil vazifalarni bajarish uchun bu usullardan foydalanadi. Bu bizga bitta harakatni har xil usulda bajarishga imkon beradi.

# Polimorfizmni qo'llash

Masalan, "**Animal**" deb nomlangan superklass e'lon qilingan va unda **animalSound()** deb nomlangan metod mavjud bo'lsin. Hayvonlarning kichik sinflari cho'chqalar, mushuklar, itlar, qushlar bo'lishi mumkin.

Ular hayvonlarning ovozi (cho'chqalar xur-xurlaydi, mushuklar miyovlaydi va boshqalarni) o'z ichiga oladi.

```
package com.company;
public class Animal {
    public void animalSound() {
        System.out.println("The
animal makes a sound");
    }
}
```

# Polimorfizmni qo'llash

Cho'chqa sinfi

```
package com.company;
```

```
class Pig extends Animal {  
    public void  
    animalSound() {
```

```
System.out.println("The pig  
says: wee wee");  
    }  
}
```

It sinfi

```
package com.company;
```

```
class Dog extends Animal {  
    public void animalSound()  
    {
```

```
System.out.println("The dog  
says: bow wow");  
    }  
}
```

# Obyektlarda polimorfizmni qo'llash

```
package com.company;
public class Main {
    public static void main(String[] args) {
        // write your code here
        Animal myAnimal = new Animal(); //
        Create a Animal object
        Animal myPig = new Pig(); // Create
        a Pig object
        Animal myDog = new Dog(); // Create
        a Dog object
        myAnimal.animalSound();
        myPig.animalSound();
        myDog.animalSound();
    }
}
```

# Mustaqil bajarish uchun topshiriq

- **Jonivorlar** sinfini e'lon qiling. Bu sinf **info()** va **makeSound()** nomli metodlarga ega bo'lsin.
- Vorislikni qo'llab **Mushuk** va **Kuchuk** sinflarini hosil qiling. Bu sinflar **info()** va **makeSound()** nomli metodlarni qayta aniqlasin.
- **Mushuk** va **Kuchuk** sinflaridagi obyektlarni yarating. Yaratilgan obyektlar haqida ma'lumotni chiqaring. Obyektlar o'zlariga xos ovoz chiqarsin.

