

The substitution that polymorphism lets us do – substitute a derived object where a base object is needed – typically is seen in four places in code:

- Variable declarations (as seen above)
- Passing an object to a function/method
- Returning an object from a function/method
- Storing an object in another object or data structure (like in an ArrayList)

Passing an object to a function/method:

```
void function(Base baseObject) {
    baseObject.f();           // may print Base f or Derived f
    baseObject.g();           // prints Base g
    // baseObject.h():       // always illegal (unless you use a cast)
}
```

```
Base baseObject = new Base();
Derived derivedObject = new Derived();
```

```
function(baseObject);        // fine
function(derivedObject);     // fine
```

Returning an object from a function/method:

```
Base function() {
    Base b = new Base();
    Derived d = new Derived();
    // return b or d, Java will let either one be returned
}
```

```
Base baseObject = function();    // legal, we just don't know if baseObject's
                                // actual type is Base or Derived.
baseObject.f();                 // may print Base f or Derived f
baseObject.g();                 // prints Base g
// baseObject.h();              // always illegal (unless you use a cast)
```

Storing an object in another object or data structure (like in an ArrayList):

```
ArrayList<Base> list = new ArrayList<Base>();
```

```
Base baseObject = new Base();
Derived derivedObject = new Derived();
```

```
list.add(baseObject);
list.add(derivedObject);
```

```
for (int i = 0; i < list.size(); i++) { // or use enhanced for loop syntax
    Base b = list.get(i);
    b.f();                               // may print Base f or Derived f
    b.g();                               // prints Base g
    // b.h();                             // always illegal (unless you use a cast)
}
```