## Polymorphism

## Polymorphism is of 2 types

- 1. Static polymorphism
  - If which function is called is known at compile time, then it is called as static polymorphism.
  - If a class contains multiple functions with same name but different number of parameters, or different types of parameters are there then it is called function overloading. It helps in static polymorphism.
  - If return type of overloaded function may be different, it is still called as function overloading.
  - If we are creating a reference of child class, which is pointing to same class object, then also it is static polymorphism.
- Dynamic polymorphismIf which function is called is known at Run time then it is called as dynamic polymorphism.

## **Function overriding**

- 1. If a parent class has one function may be abstract or normal function, and if the child class contains a function with same signature, then it is called as function overriding.
- 2. In function overriding security can be reduced, protected can be changed to public in child

```
class B extends A{
class A{
   protected void f1(){
                                 public void f1(){ //this is allowed
     SYSOUT("in A f1")
                                     SYSOUT("in B f1")
                              Public void f3(){
   public void f2(){
                                 Sysout("in f3");
                              }
public void f4(){
}
                                public void f2(){
                                  super.f2();
                               }
                              Class TestB{
                                 public static void main(String[] args){
                                   A ob=new B();
                                  Ob.f1();
                                  Ob.f4();
                                   Ob.f3() // error to call it use ((B)ob).f3()
                               }
```

In java there are many modifiers

private, protected, public, default, static, final

In java final keyword is used to create constants,

1. A variable can be final, its value cannot be changed once initialized.

2. A final variable can be initialized at the time of declaration or inside the constructor;

```
public class MyClass {
    private final int i;
    public MyClass() {
        i=23;
    }
}
public class MyClass {
    private final int i=23;
    public class MyClass {
    private final int i=23;
    }
}
```

- 3. A class can be final, it cannot be extended.
- 4. A function can be final, it cannot be overridden.