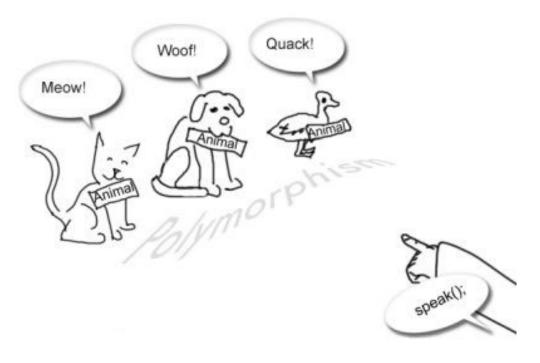


POLYMORPHISM

When one task is performed in different ways

Polymorphism is a Greek word that means "many-shaped". Generally, polymorphism refers to the ability to appear in many forms.



Example shows the speech functionality which depends on the different animal. Here sound is not same; it changes according to the variety of animal.

Object Oriented Paradigm, S3CSE, Amrita School of Engineering, Amrita Vishwa Vidyapeetham, Amritapuri Campus

Advantages of Polymorphism

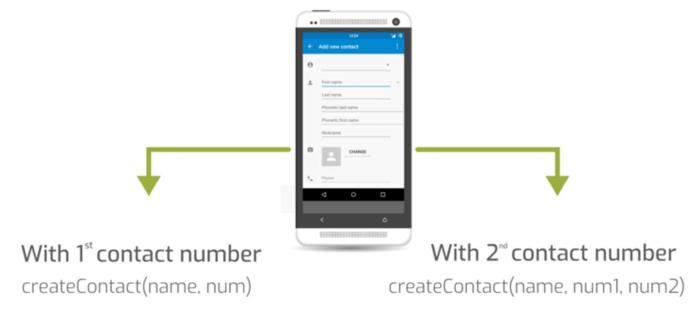
- 1. Simplicity
- 2. Extensibility

- •It refers to the ability of an object (or a reference to an object) to take different forms of objects.
- •It allows a common data-gathering message to be sent to each class.
- Polymorphism encourages 'extendibility' which means an object or a class can have its uses extended.

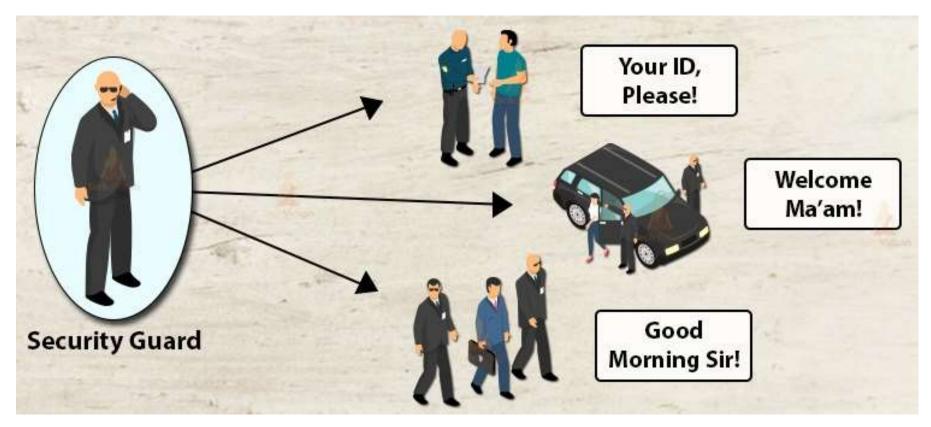


Man is only one, but he takes multiple roles

Save a new Contact

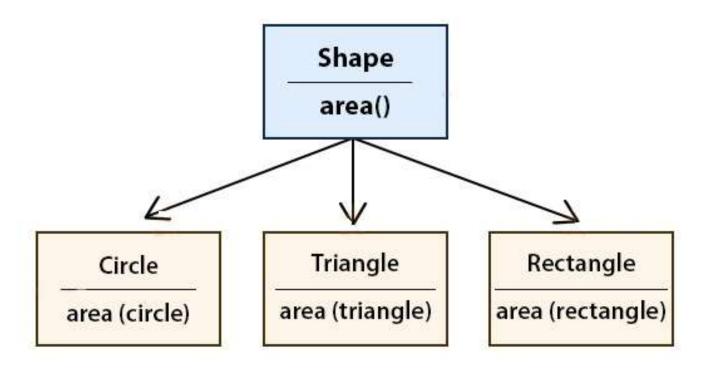


Suppose a person has two contact numbers. For the ease of accessibility, your cell phone provides you the functionality where you can save two numbers under the same name.



A security guard outside an organization behaves differently with different people entering the organization.

Example of Polymorphism in Java



Two types of Polymorphism

- 1. Static/Compile-Time Polymorphism
- 2. Dynamic/Run-Time Polymorphism

Static Polymorphism

The compiler resolves the polymorphism during the compilation of the program. Also, called static binding.

In Java, it can be achieved with the help of **Method Overloading**.

Dynamic Polymorphism

Resolves dynamically at the runtime rather than compile-time is called. Also, call it as dynamic binding or Dynamic Method Dispatch.

Achieve dynamic polymorphism in Java with the help of Method Overriding.

Summary of Polymorphism

- Polymorphism is one of the most essential features of Object-Oriented Programming.
- The two types of polymorphism static or compile-time (method overloading) and dynamic or runtime (method overriding) polymorphism.
 Both differ with each other in the manner of method binding and method invocation.

