

Monomorphism, Polymorphism, and Megamorphism

They are ways to write the code ...depends on the purpose, data and variables that we use in code ..

We can say main object (main class) that we use to do many other objects have all or some property from this main class.

For example :

Class : shape contains two variables width and heightany shape can take width and height whatever that shape is rectangle, circle, square ...etc .

It means we can use this in OOP by using these two properties from main shape even if every shape has different width or height .

As I understand it may be as the inheritance meaning .

I am sorry I cannot find a clear data about the difference between the three monomorphism, polymorphism and megamorphism, and I cannot understand the difference ,,but I found this video for

[Steve Kinney](#)

[\(https://frontendmasters.com/courses/web-performance/monomorphism-polymorphism-and-megamorphism/\)](https://frontendmasters.com/courses/web-performance/monomorphism-polymorphism-and-megamorphism/)

JavaScript is a dynamic language, but JavaScript keeps track of types under the hood. Functions can be optimized for the types of objects they've seen in the past.

He is talking about performance in JavaScript code .