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|  | Overloading | Overriding |
| 1 | Constructors can be overloaded | Constructors cannot be overridden |
| 2 | Private methods can be redefined , and considered as overloading | Private methods can be redefined, but not considered as overriding |
| 3 | Static methods can be redefied and considered as overloading | Static methods can be redefined and not considered as overriding |
| 4 | Return type may or may not change | Return type should be same |
| 5 | Parameters should change | Parameters should not change |
| 6 | Static method can overloaded as an instance method | Static method cannot be redefined as an instance method |
| 7 | Instance method can be redefined as an static method | Instance method can not be redefined as a static method |
| 8 | Access level change | Access level should not be reduced ,should be same or increased |
| 9 | Static methods can be overloaded | Static methods cannot be overridden |
| 10 | Function name should be same | Function name should be same |
| 11 | Inheritance is not required | Inheritance is required |
| 12 | Overloading can be done in same class and sub class | Overriding can be in sub class |
| 13 | Compile Time Polymorphism(static) | Run time Polymorphism(dynamic) |