**polymorphism**

One item used for diffretnt purpose

Types

1.overloading -🡪$ operator overloading

$ method overloading

2.over ridding::If a method is defective or cant be used inside derived class it will take it from base class or parent class

DATA STRUCTURES :

* Helps to write efficient programs
* Linear -array,linked list,stack,queue,matrix
* Non linear- binary tree,heap,hash,table,graph
* Linear-sorting data sequently
* Non linear-not sequential style required

DS ---🡪LINEAR --1.STATIC (NOT CHANGES IN SIZE🡪

\*\*array

2.DYNAMIC(CHNAGES IN SIZE)

\*\* list

\*\*stack

\*\*queue

NON LINEAR –GRAPH

TREE

LINKED LIST::- As the name says list of items which area linked with one another is called as linked list

ex: train

Types

ex: train>>single linked list

>> double linked list

>>circular linked list

CREATING LINKED IIST

\*step1 :ctreate the node

\* step2 :partion the node with 2 segments data and none

\*step3: add value into the blank node

\*step4: mark the node as head

\*step5: create the next node by following the above steps

\*step 6: establish link between first node and the second node

DISPLAYING LINKED LIST

$$ traversal is required from first node till tail node order to display exixting linked list