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Polymorphism

Polymorphism in `c#` is that of encapsulation making a function private so its not shared with other classes. While also making a function to have it public you can then share the same function making the program with less code. This saves time as well that of spending less time of writing code and more to test the code of the program. Virtual override is that of overwriting the code and making the changes to write the better code to make the program work better.

Polymorphism is that of changing the code and wiring better code with less hassle to write even more code. These things that I mentioned are polymorphisms in a nutshell the method of more making code more readable as well work better for the program. The benefits of polymorphism is that of not having to worry about that of writing more code and to write less code.