Q38. What is Polymorphism and encapsulation? \*

Polymorphism is one of the concepts of Object Oriented Programming. Polymorphism means taking different forms. It can be achieved at compile time or Runtime. Compile time poly is achieved using Method Overloading or Operator Overloading process. Runtime poly is achieved using Method over riding process.

Encapsulation is a process of wrapping up code and data together in a single unit. It is a way to achieve data hiding. We can create a fully encapsulated class by making all the data members private. Private data can be accessed using getter() and setter() methods. We can have control over the data. By setting only getter or setter method we can make the class read-only, write-only