* **Polymorphism in C++**

Polymorphism in C++ is a fundamental concept that allows objects of different types to be treated uniformly. It enables flexibility and extensibility in programming by facilitating the implementation of functions that can operate on objects of various classes. There are two main types of polymorphism in C++: compile-time (static) polymorphism and runtime (dynamic) polymorphism. Compile-time polymorphism is achieved through function overloading and operator overloading, where the compiler determines the appropriate function or operator to call based on the context. Runtime polymorphism is accomplished through inheritance and virtual functions, allowing the selection of the appropriate function at runtime based on the object's type.