



Sure, I can explain polymorphism in C++ with easy and detailed examples.

Polymorphism is the ability of an object to take on many forms. In C++, polymorphism is achieved through two mechanisms: function overloading and virtual functions.

### 1. Function Overloading:

Function overloading is the ability to define multiple functions with the same name but different parameters. The compiler determines which function to call based on the number, types, and order of the arguments. Here's an example:

C++

Copy code

```
#include <iostream>

using namespace std;

void print(int i) {
    cout << "Printing integer: " << i << endl;
}

void print(double f) {
    cout << "Printing float: " << f << endl;
}

void print(string s) {
    cout << "Printing string: " << s << endl;
}

int main() {
    int a = 5;
    double b = 5.5;
    string c = "Hello, world!";

    print(a);
    print(b);
    print(c);
}
```

