

CSPROG2
Computer Programming 2 for CS



#### Specific Objective

- Learn about the definition of polymorphism
- Learn about the implementation of polymorphism
- Explore how to use the method of polymorphism
- Differentiate the function of overloading with the overriding effect of polymorphism



- Polymorphism is the ability of objects belonging to different types to respond to methods of the same name, each one according to the right type-specific behavior.
- It is the ability to redefine methods for derived classes.



Implementing Polymorphism

#### 1. Method Overloading

 Using one method identifier to refer to multiple functions in the same class, In the Java programming language, methods can be overloaded but not variables or operators.



- Method Overloading
- Constructor Overloading
  - -- creating more than one constructor in a class
- Method Overloading
  - creating multiple methods having same name in one class.

Example : Constructor Overloading

Example : Method Overloading



Implementing Polymorphism

#### 2. Method Overriding

 Providing a different implementation of a method in a subclass of the class that originally defined a method.



Example : Method Overriding

```
public class ElectronicDevice{
    ...
    public void on() {
        cout << "The device is turned on!";
    }
}

public class Computer extends ElectronicDevice{
    public void on() {
        cout << The computer boots...";
        cout << "The computer loads drivers...";
    }
}</pre>
```



#### Overloading VS. Overriding

#### **Overloading**

- Overloaded functions supplement each other.
- Overloaded functions can exist, in any number, in the same class.
- Overloaded functions must have different argument lists.
- The return type of an overloaded function may be chosen freely.



#### **Overriding**

- Overriding function replaces the function it overrides.
- Each function in a base class can be overridden at most once in any one derived class.
- Overriding functions must have argument lists of identical type and order.
- The return type of an overriding method must be identical to the function it overrides.