Polymorphism:

* An object can acquire multiple forms.

1. Method overloading:
2. In a class having same method name and different parameters.
3. It is used for code readability.
4. Method overriding
5. Child class inheriting parent class method having same method name and same parameters.
6. Code reusability
7. We cannot override private methods.
8. Method hiding
9. Child class inheriting parent class static method having same static method name and same parameters. Then it will hide child class and calls only parent class static method.
10. Runtime polymorphism/dynamic method dispatcher/dynamic binding: Assigning child class object to parent class reference, so that object will be created at runtime.

* For static method no need of creating objects for calling. We can directly call it by Class name.

EX: className.StaticMethod()

* Private methods can be accessed inside that particular class, we cannot access from outside the class.