

* Pillars of Object Oriented Programming :->

- (I) Inheritance
- (II) Encapsulation
- (III) Polymorphism
- (IV) Abstraction

↳ Single level
↳ Multi level
↳ Multiple
↳ Hybrid
↳ Hierarchical

Tushar

↳ Student
↳ Customer
↳ Son

{ Role
will
change
not
the
person.

Polymorphism :-> Latin Words: Poly + Morph
Many Forms or Shapes

The process by which the same method/entity can behave differently under different scenarios is called polymorphism.

- (I) Static | Compile Time | Overloading | Same Class ***
- (II) Dynamic | Run Time | Overriding | Multiple Classes

Overloading:

- (I) changing number of parameters.
- (II) changing data type of parameters.

Overriding :->

