

PRolymorphism In Java

What Is Polymorphism?



Polymorphism is the concept of one entity providing multiple implementations or behaviours. (Something like an Avatar!)



As a high school student, Peter goes to school and hangs out with friends. As Spider Man, he bashes up baddies. Peter has multiple behaviours based on the context. Peter is polymorphic.

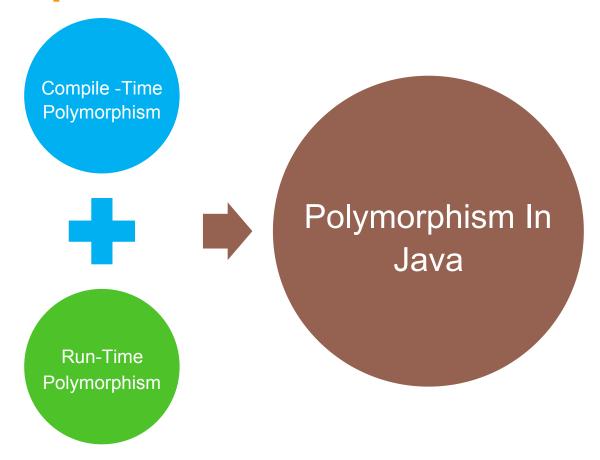


Java And Polymorphism Polymorphism

Java provides multiple forms of polymorphism. It allows you to define the same method name to do multiple different things. It also allows child classes to redefine/ override parents' behaviours for the same method.



Java Provides 2 Types Of Polymorphism Polymorphism

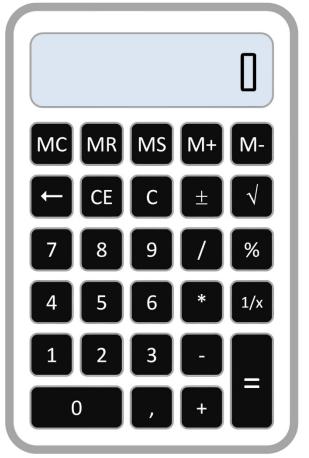


Compile-Time Or Static Polymorphism



Compile-time polymorphism refers to behaviour that is resolved when your Java class is compiled. Method overloading is an example of compile-time polymorphism. Method overloading is how you can use method with same name to do different things based on the parameters passed.

The add method in Class Calculator for example can add 2 integers or floats based on the types of parameters.



A calculator can add 2 integers. It can also add 2 floats. The addition method adds differently based on the inputs.

Illustration - Method Overloading



```
The Class
PolymorphicCalculator
provides multiple
implementation of the
method add.
```

```
Public class PolymorphicCalculator
   //Add method to add integers
   int add (int a, int b)
        System.out.println("Adding 2 Integers");
        return a+b;
//Another Add method to add floats. Same name
   differentiated by data types of parameters and
// floatraddynfeloat a, float b)
        System.out.println("Adding 2 Floats");
        return a+b;
```

Illustration – Method Overloading



```
Public static void main(String args[])
                                  PolymorphicCalculator calc =
                                 new PolymorphicCalculator ();
                                  //calling the add method with integer
Adding a main method to
                                 arguments
Polymorphic Calculator. The
                                 System.out.println(calc.add (3,5));
compiler chooses the correct
                                  //calling the add method with float arguments
add method to call based on
                                 System.out.println(calc.add(3.5,5.6));
the data types of actual
arguments passed.
                                  The output will be:
                                 Adding 2 Integers
                                 Adding 2 Floats
```

Run-Time Or Dynamic Polymorphism

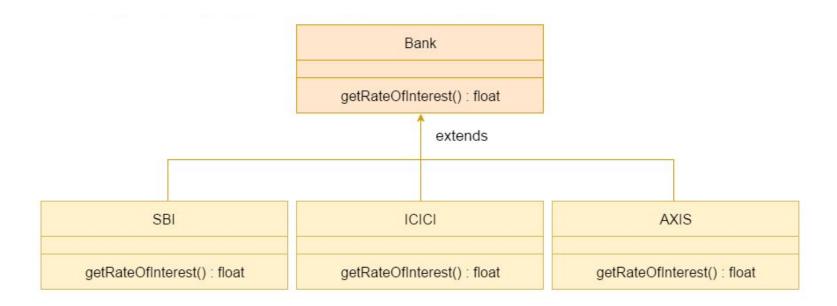


Run-time polymorphism refers to behaviour that is resolved when your Java class is run by the JVM. Method overriding by the sub-class is an example of run-time polymorphism. Method overriding allows child classes to provide their own implementation of a method also defined in the parent class. The JVM decides which version of the method (the child's or the parent's) to call based on the object through which the method is invoked.

Example

```
class Bike{
   void run(){System.out.println("running");}
  class Splendor extends Bike{
   void run(){System.out.println("running safely with 60km");}
   public static void main(String args[]){
    Bike b=new Bike();
    b.run();
    b=new Splendor();
    b.run();
Output:
Running
running safely with 60km
```

Using upcasting method



```
class Bank{
float getRateOfInterest(){return 0;}
class SBI extends Bank{
float getRateOfInterest(){return 8.4f;}
class ICICI extends Bank{
float getRateOfInterest(){return 7.3f;}
class AXIS extends Bank{
float getRateOfInterest(){return 9.7f;}
class TestPolymorphism{
public static void main(String args[]){
Bank b;
b=new SBI();
System.out.println("SBI Rate of Interest: "+b.getRateOfInterest());
b=new ICICI();
System.out.println("ICICI Rate of Interest: "+b.getRateOfInterest());
b=new AXIS();
System.out.println("AXIS Rate of Interest: "+b.getRateOfInterest());
```

Advantages Of Polymorphism



Code Cleanliness Ease Of Implementation

Aligned With Real World

Overloaded Constructors

Reusability
And
Extensibility