Friday, 23 February 2024
8:24PM

Polymorphism

↳ Poly + Morph

Poly → Many

Morph → Forms

area ()

area (int r) { → circle

return 3.14 × r × r;

}

area (int l, int b) { → rectangle

return l × b;

}

function overloading

↳ compile time polymorphism

increases the readability of the code

→ By changing the number of args

→ By changing the datatype

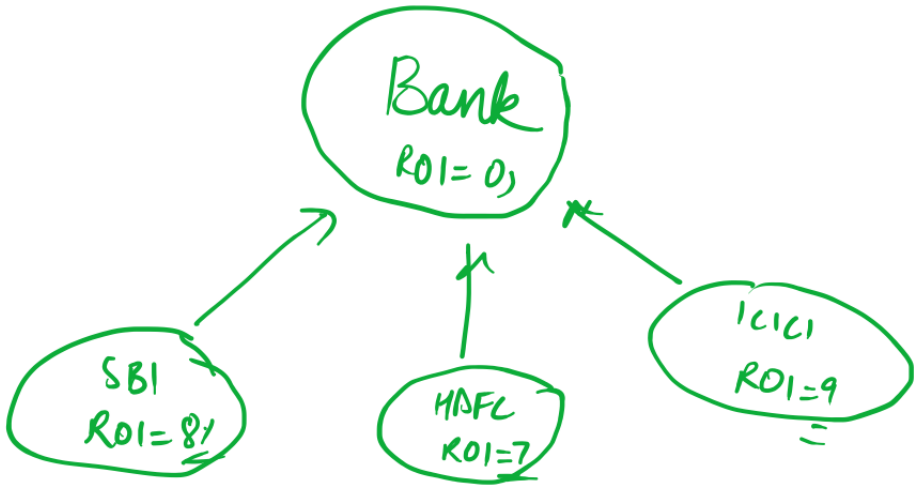
→ Overloading does not work on changing the return type

Method overriding → runtime polymorphism
↳ Objects
↳ Instance of the object is decided at runtime.
⇓
We cannot
↳ A child class that is having a same function as the parent class
↳ used to have specific implementation of a method that is already provided by the parent.

→ The parameters should be same.

→ The function name should be same.

Overriding static methods
↳ They do not need any object



Final Keyword
↳ used to restrict the user.

→ Variable
↳ whose value cannot change

→ class
↳ which cannot be extended

→ method
↳ which cannot be overriden

Dynamic Method Dispatch
↳ Objects are created at runtime. → which method will be invoked is also at runtime.

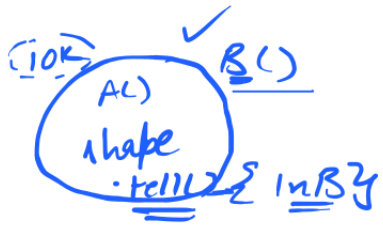
A a = new B();

10K

A a = 10K

a.shape ✗

✗



100 - 10i
0.