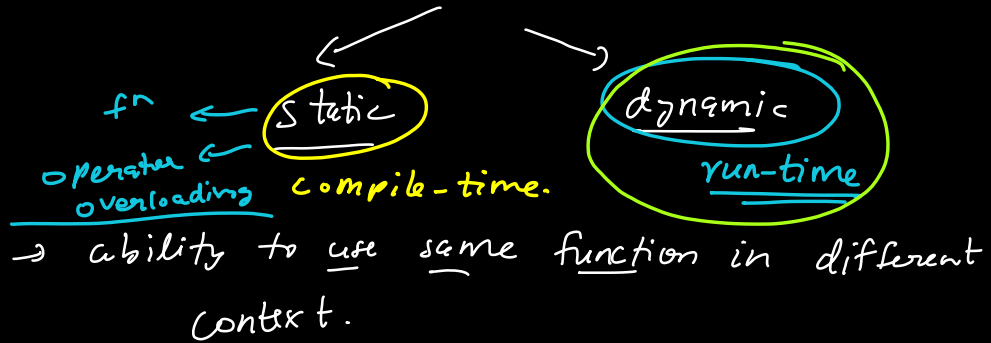


Polymorphism

A (P) I E
↑ ↑ ↑

↳ multiple forms.



Function Overloading

I
int add(int a, int b) {
 return a + b;
}

add(1, 2)
↓
I

II
double add(double a, double b) {
 return a + b;
}

add(2.0, 3.1)
↓ ↓
II

class Bird {

public:

void fly() {
 — print 1
}

}

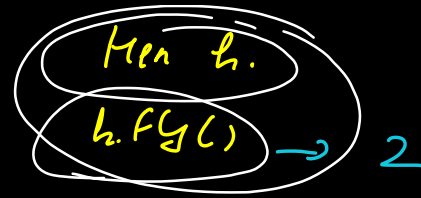
class Hen: public Bird {

public:

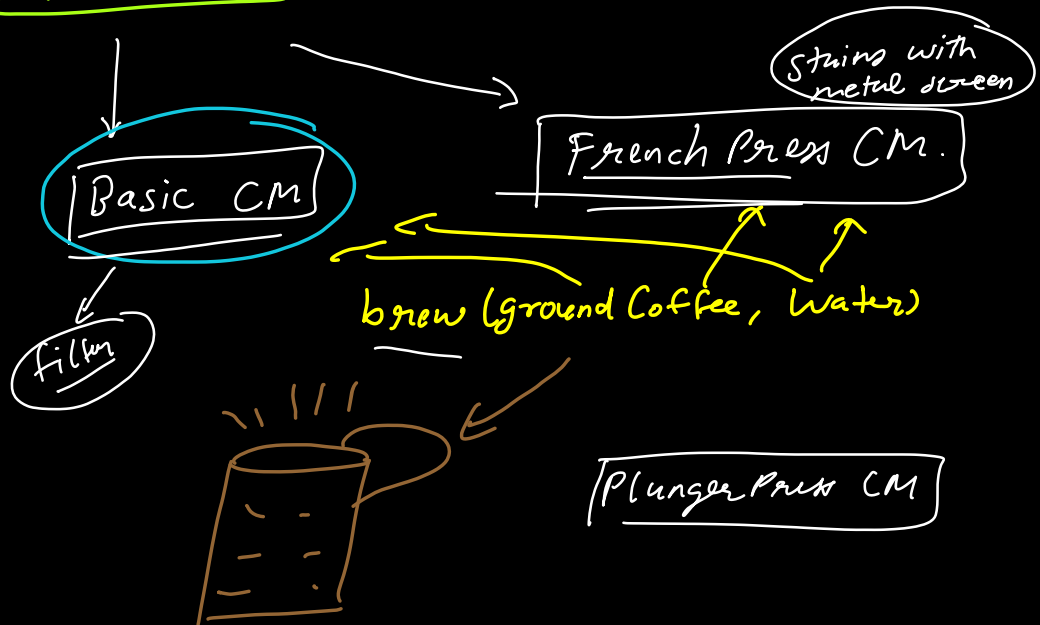
void fly() {
 Print 2
}

}

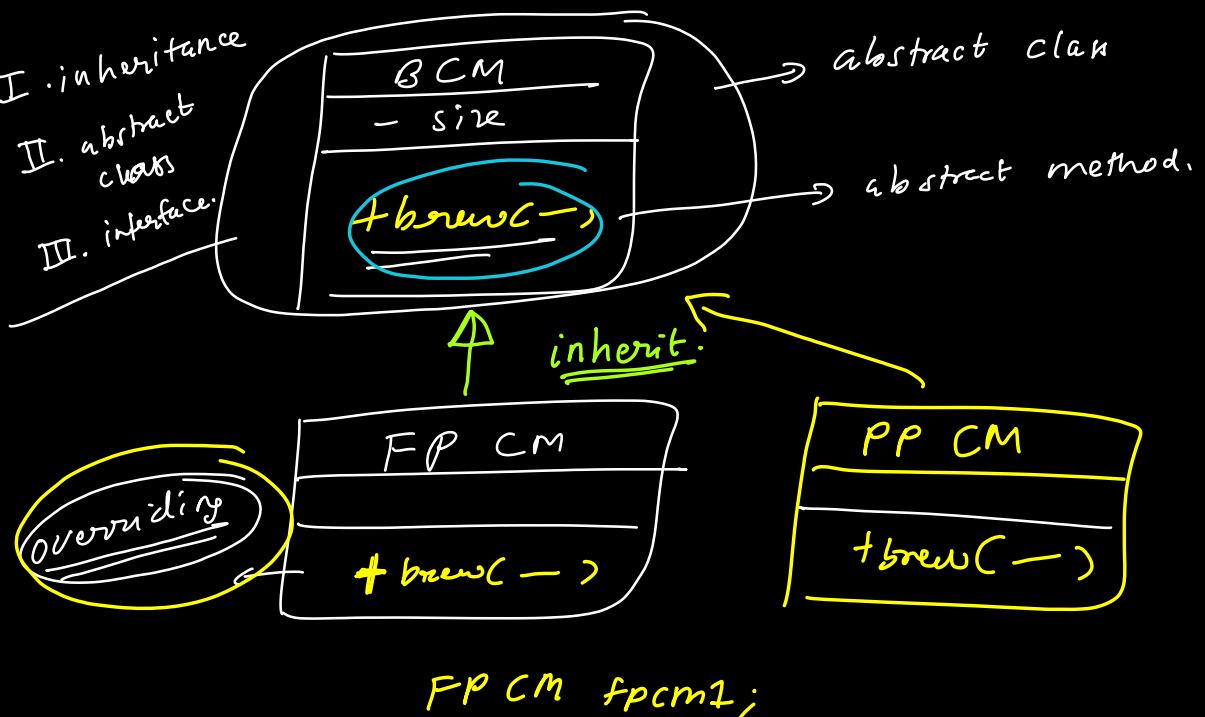
Can we call
it dynamic polymorphism?



Coffee Makers CM



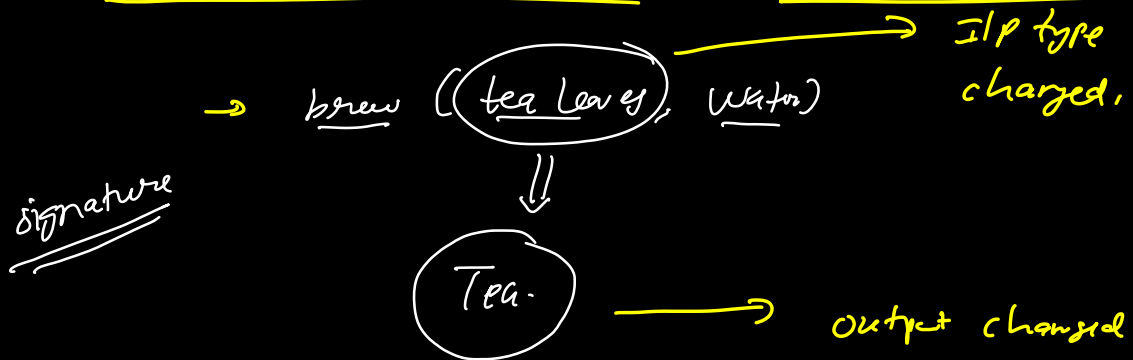
- I. inheritance
- II. abstract class
- III. interface.



⇒ Dynamic Polymorphism

— overriding a method using inheritance.

Static Polymorphism : either no. of inputs
type of inputs
output will vary



→ brew (tea leaves, ground coffee, water)

⇓

Operation Overloading

string a = "hello"
string b = "world"

string c = a + b

int a = 3

int b = 5;

int c = a + b;

class
methods