Static Versus Dynamic Polymorphism

Let's dive deep into polymorphism in this lesson.

Polymorphism

Polymorphism means that an object can have different behaviors.

- **Dynamic Polymorphism**

  - Polymorphism happens at runtime.

  - A key feature of object-orientation.

  - Based on interfaces and virtual methods.

  - Needs one indirection such as a reference or a pointer in C++.

- **Static Polymorphism**

  - Polymorphism happens at compile-time.

  - Is not bound to interfaces or derivation hierarchies => Duck Typing

  - No indirection such as pointers or references required.

  - Static polymorphism is typically faster than dynamic polymorphism.

In the next lesson, we'll discuss a couple of examples of polymorphism.