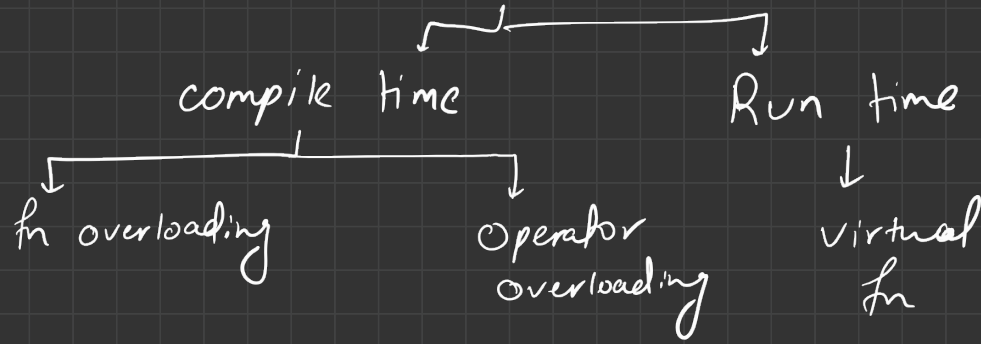


# Polymorphism



compile Time

[1.]

machine exe

↳ Run time



int i = 55

~~i/o;~~

Runtime

int y;  
cin >> y  
cout << i/y

```
class Area {
```

```
public:
```

```
+
```

```
int calculatearea(int r)  
{  
    return 3.14 * r * r;  
}
```

```
int calculatearea(int l, int b) {  
    return l * b;  
}
```

```
};
```

```
int main() {
```

```
Area A1, A2;
```

```
A1.calculatearea(4); ✓
```

```
A2.calculatearea(3, 4); ✓
```





## Virtual fn

```
class Animal {
```

```
    public:
```

```
    virtual void speak() {  
        cout << "Hu Hu" ;  
    }  
};
```

```
class Dog: public Animal {
```

```
    public:
```

```
    void speak() {  
        cout << "Bark" ;  
    }  
};
```

```
int main() {
```

```
    Animal *p;
```

```
    p = new Dog();
```

```
    p->speak();
```

```
}
```

$p \rightarrow \frac{\text{Animal}}{2}$

HuHu







