# JAVA POLYMORPHISM

## What is Polymorphism?

**Polymorphism** means "many forms". In Java, it allows one interface to be used for a general class of actions. It enables objects to behave differently based on their actual class, even if they're accessed through a reference of a parent class.

#### Why Use Polymorphism?

- Code reusability and flexibility
- Enables method overriding and dynamic method dispatch
- Reduces code **complexity** by generalizing operations

# Types of Polymorphism in Java

Туре	Explanation
Compile-time (Static)	Achieved by <b>method overloading</b>
Runtime (Dynamic)	Achieved by method overriding

### 1. Compile-time Polymorphism (Method Overloading)

Method Overloading: Multiple methods with the **same name** but **different parameters**.

```
java
class Calculator {
    int add(int a, int b) {
        return a + b;
    }
    double add(double a, double b) {
        return a + b;
    }
}
public class Main {
    public static void main(String[] args) {
        Calculator c = new Calculator();
        System.out.println(c.add(2, 3));
                                           // Output: 5
        System.out.println(c.add(2.5, 3.5)); // Output: 6.0
    }
}
```

## 2. Runtime Polymorphism (Method Overriding)

Method Overriding: A **subclass** provides a specific implementation of a method that is already defined in its **superclass**.

```
class Animal {
    void sound() {
        System.out.println("Animal makes sound");
    }
}
class Dog extends Animal {
    void sound() {
        System.out.println("Dog barks");
    }
}
public class Main {
    public static void main(String[] args) {
        Animal a = new Dog(); // Upcasting
        a.sound();
                              // Output: Dog barks
    }
}
```

#### Key Points

- Method overloading = compile-time
- Method overriding = runtime
- Polymorphism enables loose coupling and extensibility

### **6** Final Tip: Think in Terms of Behavior, Not Class

Polymorphism is about **what an object can do**, not what it is. So focus on the **interface (behavior)** instead of the concrete class.