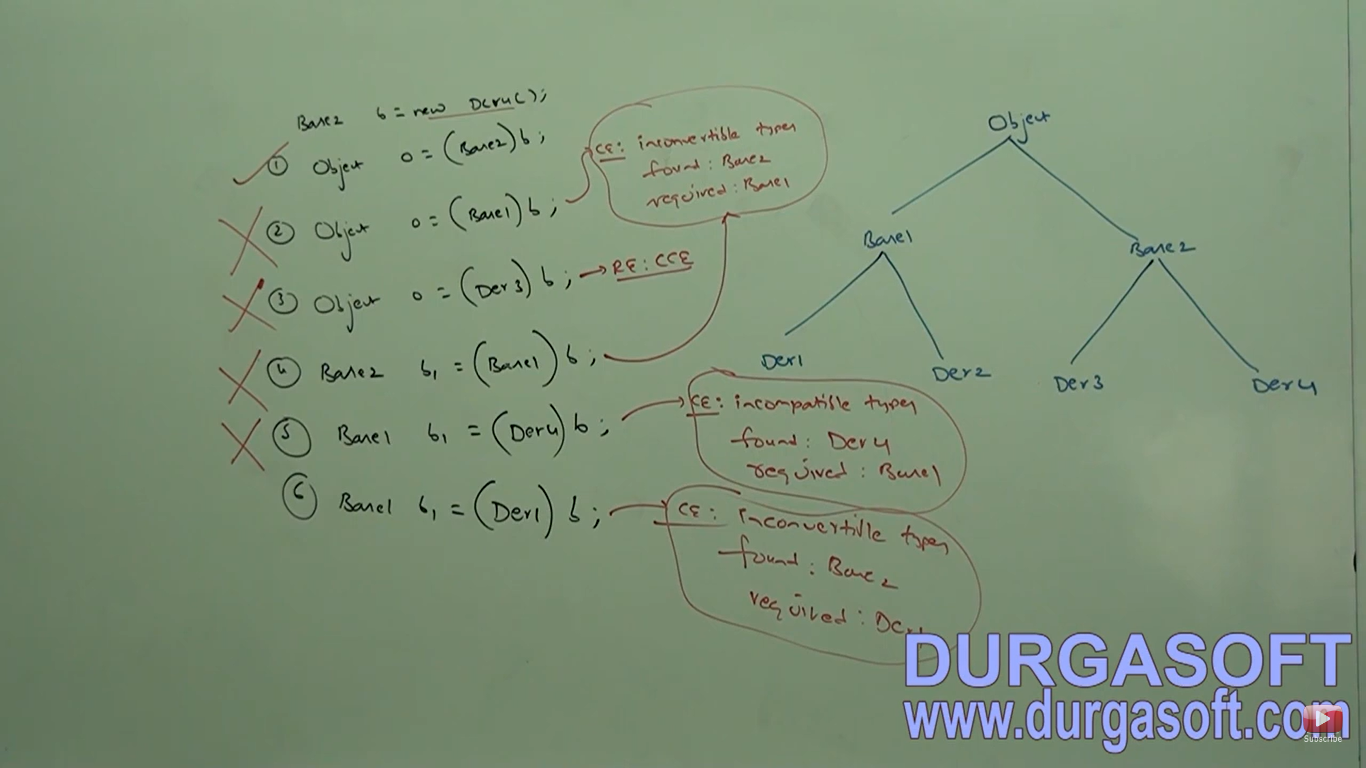
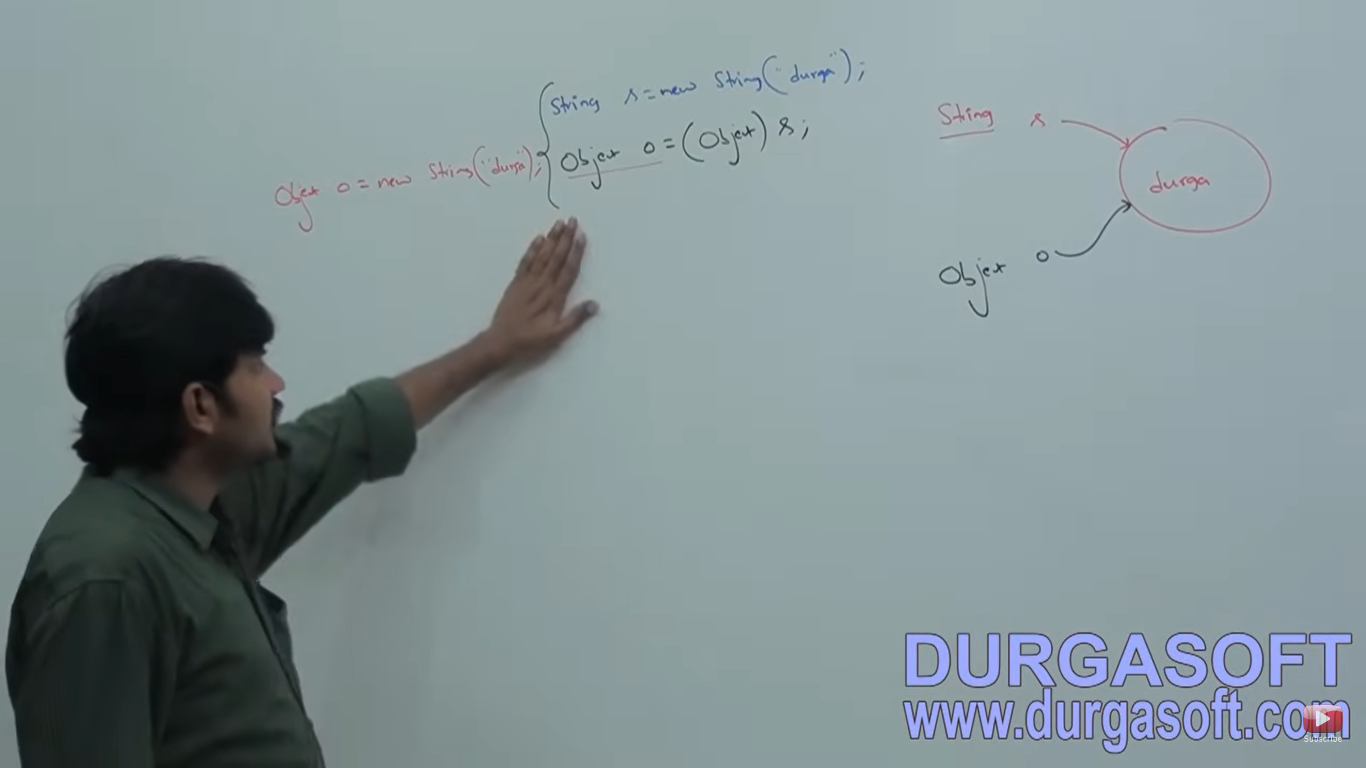
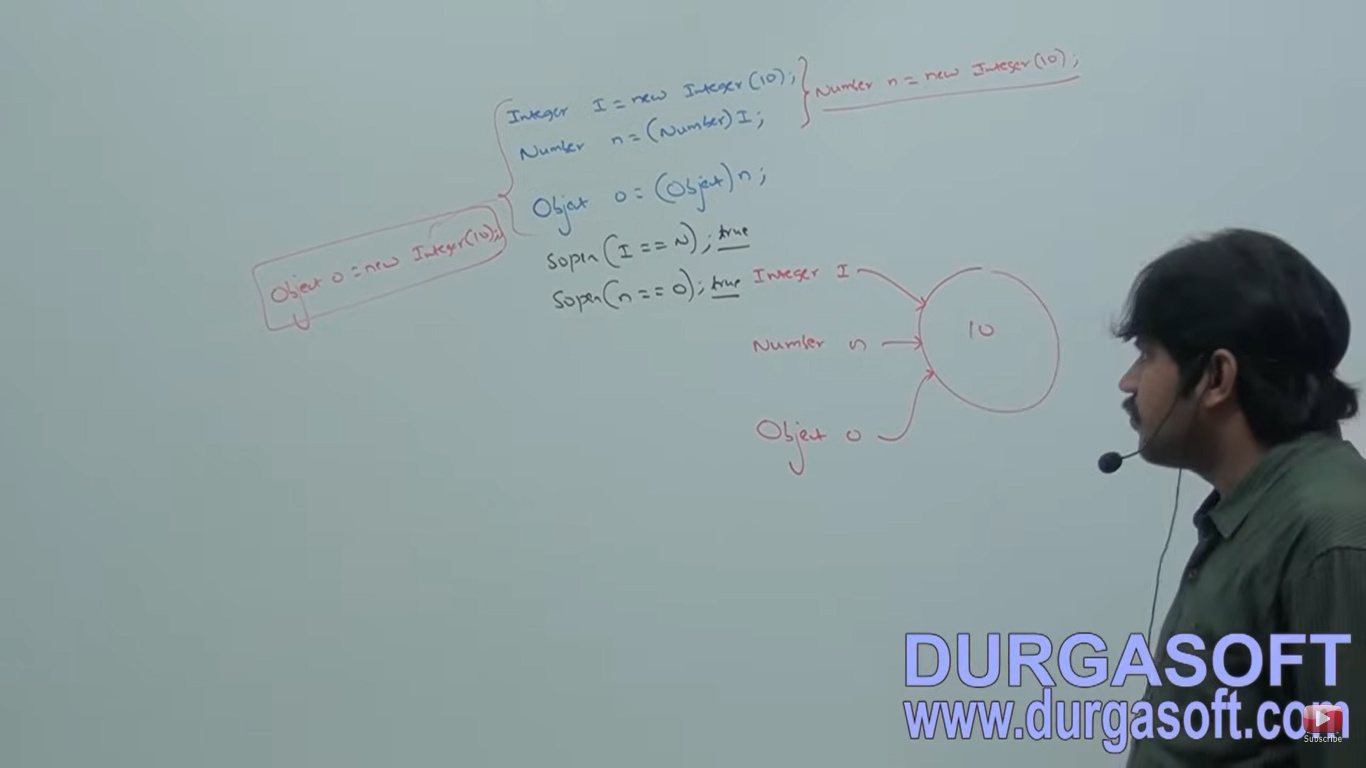
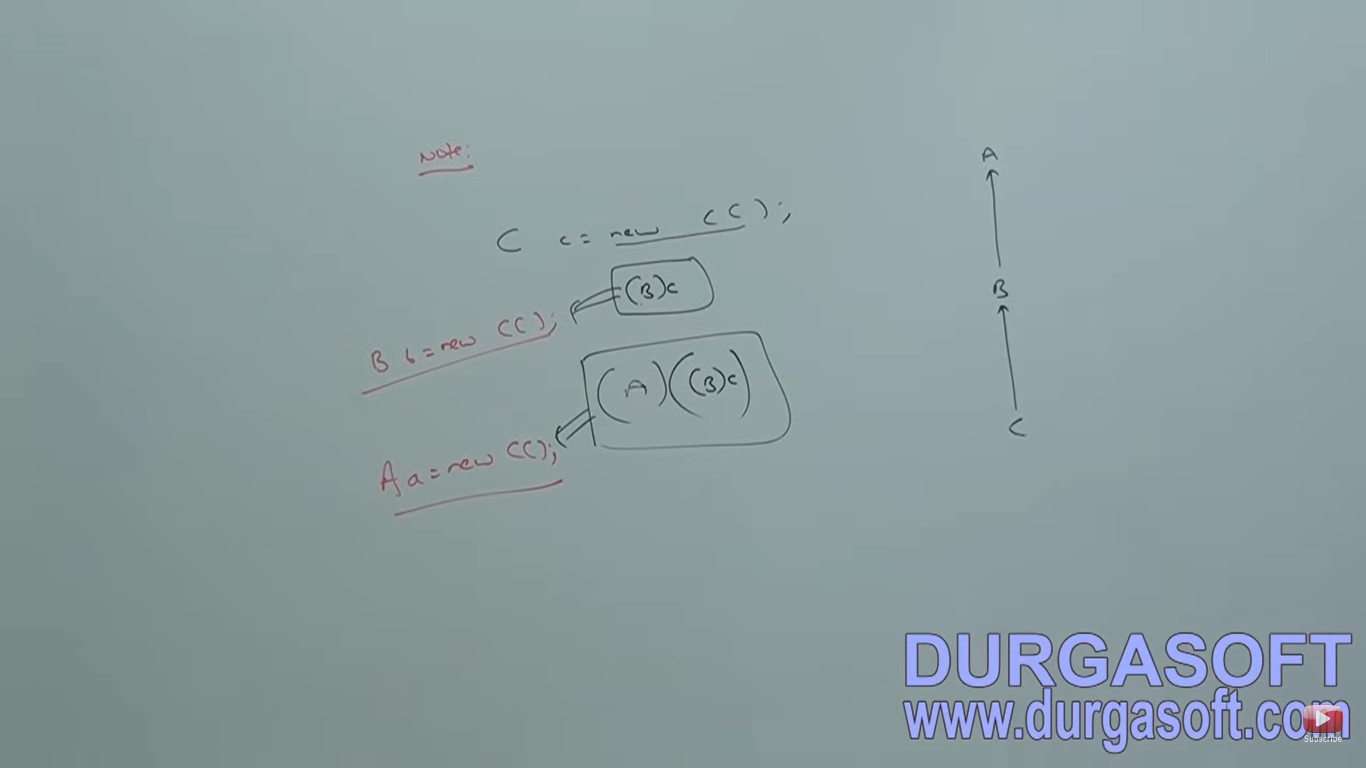
**TypeCasting**

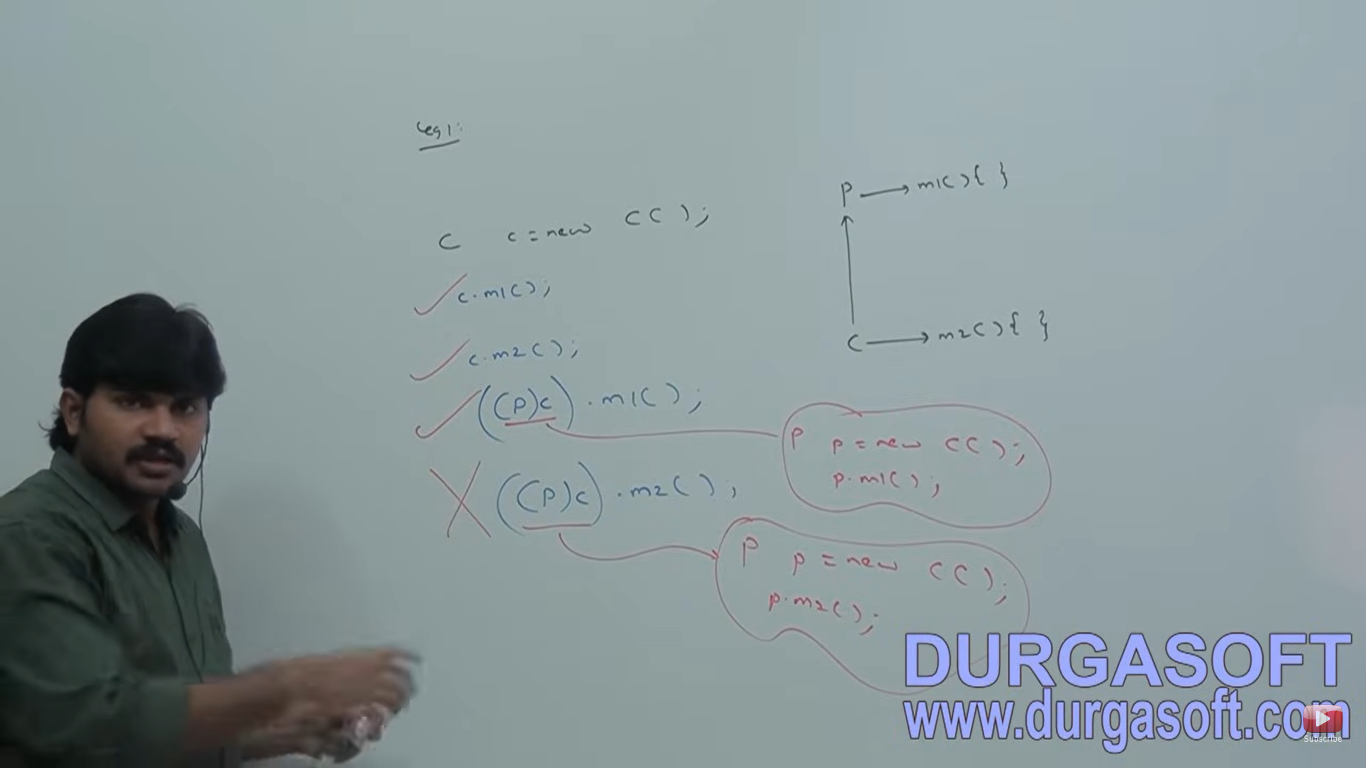


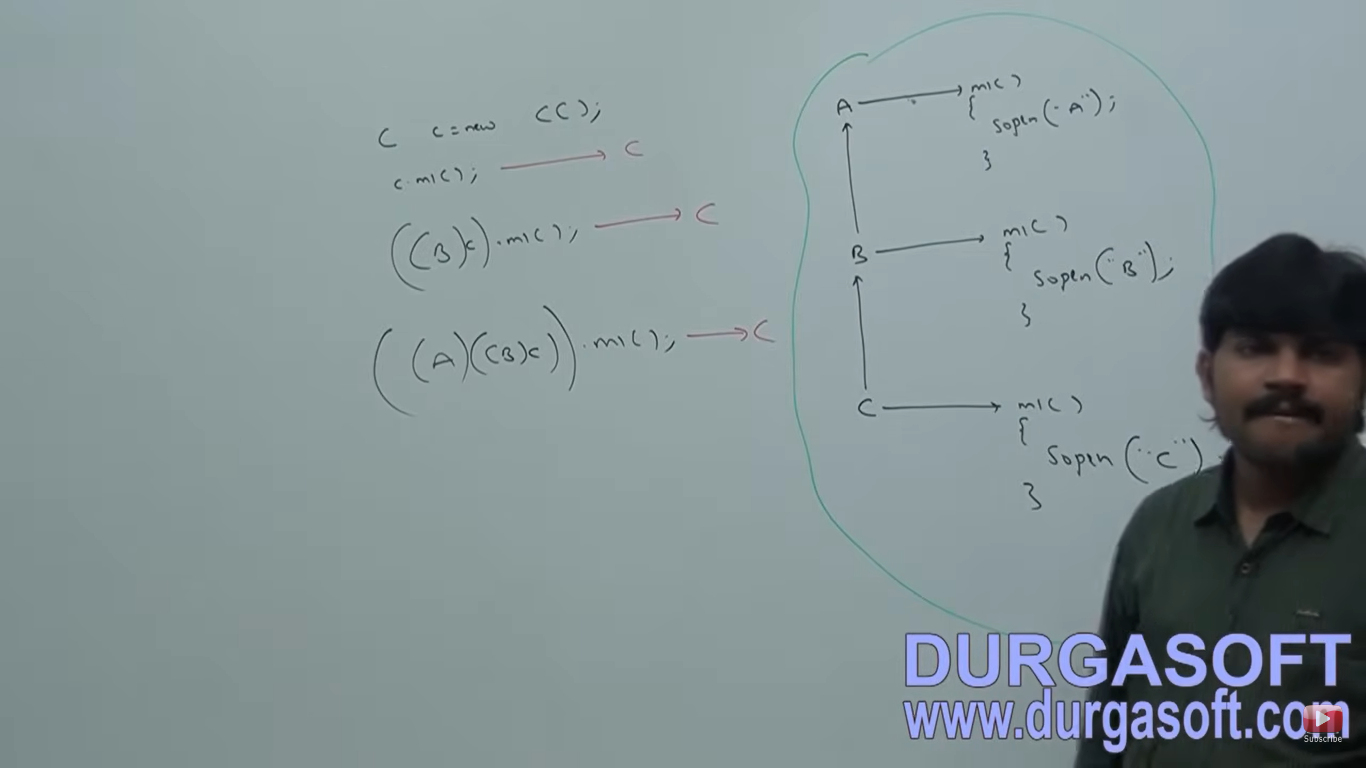
Strictly speaking through typecasting we are not creating any new object for the existing object we are providing another type of reference variable. That is we are performing typecasting but not object casting.



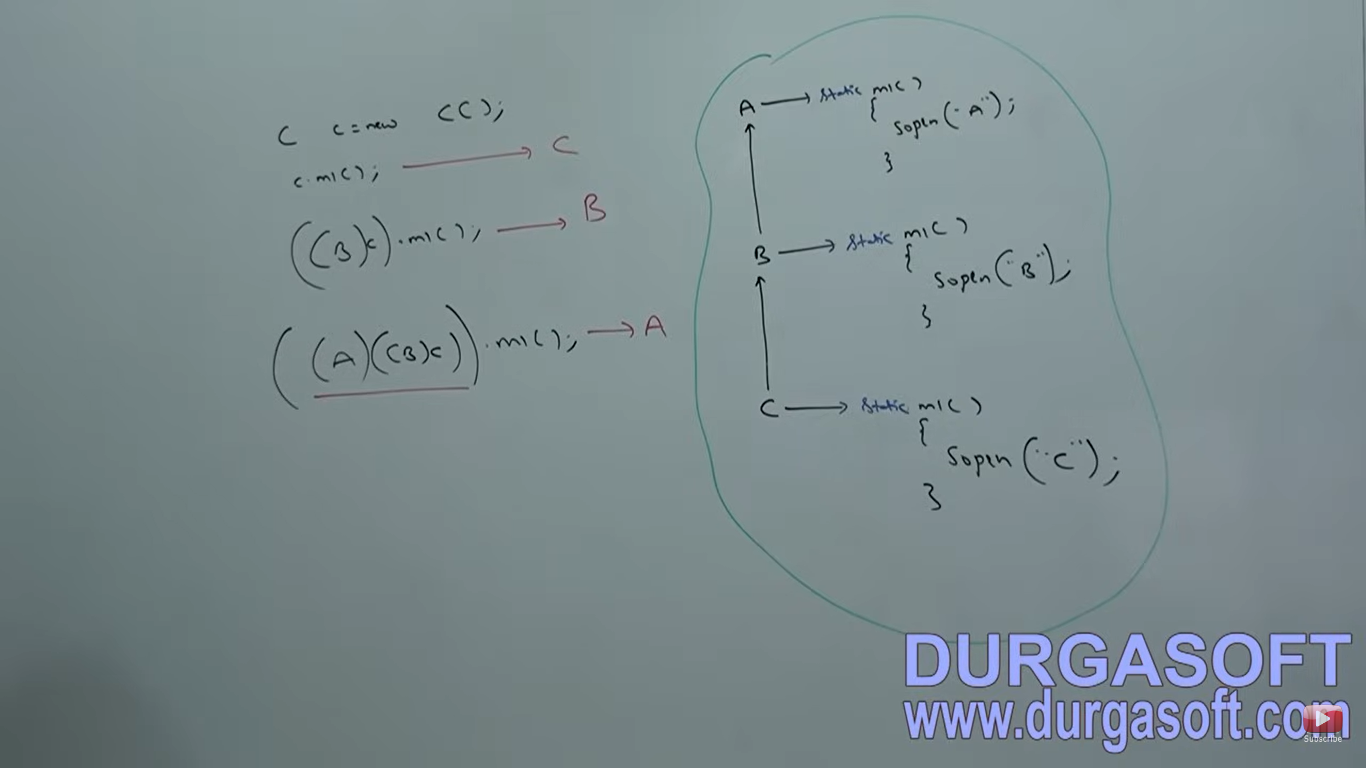








Below is method hiding and method resolution is always based on reference type



5) Variable resolution always takes place at compile time so based on reference type

