# Object Oriented Programming using Java

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#### **Outline**

1. Polymorphism

2. Compile-Time Polymorphism

3. Runtime Polymorphism

4. Demonstration of Polymorphism



# **Polymorphism**

- □ Polymorphism in Java is a concept by which we can perform a single action in different ways.
- □ Polymorphism is derived from 2 Greek words: poly and morphs. The word "poly" means many and "morphs" means forms. So, polymorphism means many forms.
- Example:
  - A person at the same time can have different characteristics like a man at the same time a father, a brother, an employee, etc.
  - So, the same person posses different behaviour in different situations. This is called polymorphism.



#### Polymorphism (Cont...)

- ☐ It is considered as one of the important features of OOP.
- ☐ It allows us to perform a single action in different ways.
- □ In other words, polymorphism allows us to define one interface and have multiple implementations.
- ☐ There are two types of polymorphism in Java:
  - 1. Compile-time polymorphism
  - 2. Runtime polymorphism.
- We can perform polymorphism in Java by method overloading and method overriding.



## **Compile-Time Polymorphism**

□ Polymorphism that is resolved during compiler time is known as compile-time polymorphism.

☐ It is also known as static polymorphism. This type of polymorphism is achieved by method overloading.

□ At compile time, Java knows which method to invoke by checking the method signatures.



#### **Compile-Time Polymorphism (Cont...)**

```
class Method5
   public int sum(int x, int y)
      return (x + y);
   public int sum(int x, int y, int z)
      return (x + y + z);
   public double sum(double x, double y)
      return (x + y);
   public static void main(String args[])
      Method5 obj = new Method5();
      System.out.println(obj.sum(5, 10));
      System.out.println(obj.sum(5, 10, 20));
      System.out.println(obj.sum(20.5, 40.3));
```



## **Compile-Time Polymorphism (Cont...)**

Output

15

35

60.8

#### **Runtime Polymorphism**

- □ Runtime polymorphism (dynamic polymorphism or dynamic method dispatch) is a process in which a call to an overridden method is resolved at runtime.
- ☐ This type of polymorphism is achieved by method overriding.
- ☐ In this process, an overridden method is called through the reference variable of a superclass.
- ☐ If the reference variable of parent class refers to the object of child class, it is known as **upcasting**.
- □ For upcasting, we can use the reference variable of class type or an interface type.



#### **Runtime Polymorphism (Cont...)**

```
class Animal
   public void disp()
      System.out.println("It is an animal");
class Dog extends Animal
   public void disp()
      System.out.println("It is actually a dog");
class Over
   public static void main(String args[])
      Animal obj = new Dog();
      obj.disp();
```



#### **Runtime Polymorphism (Cont...)**

Output

It is actually a dog



#### **Demonstration of Polymorphism**

- Memory is allocated for reference variable at compile time and method overloading depends on the type of reference variable.
- □ Object is created at runtime and calling of overriding method depends on object.
- ☐ There are mainly four cases:
  - 1. Parent reference and parent object
  - 2. Child reference and child object
  - 3. Parent reference and child object
  - 4. Child reference and parent object



Parent reference and parent object

```
class Father
   public void color()
      System.out.println("Medium fair from Father Class");
   public void work()
      System.out.println("Employee from Father class");
class Child extends Father
   public void color()
      System.out.println("Fair from Child class");
   public void work()
      System.out.println("Employee from Child class");
class Over1
   public static void main(String args[])
      Father obj = new Father();
      obj.color();
      obj.work():
```



- □ Parent reference and parent object (Cont...)
  - Output

Medium fair from Father Class

Employee from Father class



□ Child reference and child object

```
class GrandFather
   void color()
      System.out.println("Medium fair");
class Father extends GrandFather
   void color()
      System.out.println("Medium fair");
class Child extends Father
   void color()
      System.out.println("fair");
   public static void main(String args[])
      Child obj = new Child();
      obj.color();
```



- □ Child reference and child object (Cont...)
  - OutputFair



■ Parent reference and child object

```
class Father
  public void color()
      System.out.println("Medium fair from Father Class");
  public void work()
     System.out.println("Employee from Father class");
class Child extends Father
  public void color()
      System.out.println("Fair from Child class");
  public void work()
      System.out.println("Employee from Child class");
class Over3
  public static void main(String args[])
     Father obj = new Child();
      obj.color():
      obj.work();
```



- □ Parent reference and child object (Cont...)
  - Output

Fair from Child class

Employee from Child class



□ Child reference and parent object

```
class Father
   public void color()
      System.out.println("Medium fair from Father Class");
   public void work()
      System.out.println("Hello, how are you?");
class Child extends Father
   public void color()
      System.out.println("Fair from Child class");
   public void work()
      System.out.println("NIT Patna");
class over4
   public static void main(String args[])
      Child obj1 = new Father();
      obj1.work():
```



- □ Child reference and parent object (Cont...)
  - Output

```
Over6.java:32: error: incompatible types: Father cannot be converted to Child
Child obj1 = new Father();
1 error
```



□ Combining all four concepts

```
class Father
   public void color()
      System.out.println("Medium fair from Father Class");
class Child extends Father
   public void color()
      System.out.println("Fair from Child class");
  public void color(String str)
      System.out.println("Actual color: " + str);
class Over5
   public static void main(String args[])
      Father obj1 = new Father();
      obi1.color();
      child obi2 = new Child();
      obi2.color();
      Father obj3 = new Child();
      obi3.color();
      Child obj4 = new Child();
      obj4.color("Fair");
      //Father obj5 = new Father();
      //obj5.color("Medium Fair");
      //Father obi6 = new Child():
      //obj6.color("Dark");
```



- □ Combining all four concepts (Cont...)
  - Output

```
Medium fair from Father Class
Fair from Child class
Fair from Child class
Actual color: Fair
```









# Slides are prepared from various sources, such as Book, Internet Links and many more.