

⇒ ① polymorphism

{
 ↳ compiletime polymorphism (✓)
 ↳ method overloading
}

⇒ Runtime - Polymorphism }
 ↳ True polymorphism }

 ↳ method overriding

 ↳ flexibility
 ↳ code size reduces }

⑧ M

↑ To draw polymorphism

Parent obj = new Child()

Parent1
+ cry(): void

Parent1 ~~obj~~ = new Child