CSE 210- W10 Articulate

Polymorphism

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Polymorphism in programming is a principle of object-oriented programming that allows for a line of code to be changed. The code can have different behaviors depending on context. This happens when a Method or behavior from a parent class is inherited to a child class or derived class and this child class overrides the behavior so that the behavior can run differently. Method stays the same, behavior changes.

This is a great benefit because it allows to personalize the behavior to that specific class. It allows to code reusability.

Inheritance and polymorphism work together to allow method overriding. This lets child classes implement the method in a different way that is defined in the base class.

Here is an example:

//Parent Class

public class Recipe

{

private string \_dinner = meal;

public virtual string Ingredientes()

{

return \_dinner;

}

}

//Child class

public class Branch : Recipe

{

private string \_breakfast = eggs;

private string \_lunch = salad;

public override string Ingredients()

{

return \_breakfast + \_lunch;

}