



Late Binding

❑ *Early binding or static binding*

- **which method is to be called** is decided at compile-time
 - *Overloading*: an invocation can be operated on arguments of more than one type

❑ *Late binding or dynamic binding*

- **which method is to be called** is decided at runtime
 - *Overriding*: a derived class inherits methods from the base class, it can change or override an inherited method



Lab: Early binding (through overloading)

```
public class SayHello {  
  
    public String sayHello(String name){  
        return "Hello! " + name;  
    }  
  
    public String sayHello(String name, String gender){  
        if(gender.equals("boy")){  
            return "Hello! Mr. " + name;  
        }  
        else if(gender.equals("girl")){  
            return "Hello! Miss. " + name;  
        }else{  
            return "Hello! " + name;  
        }  
    }  
  
    public static void main(String[] args){  
        SayHello hello = new SayHello();  
        System.out.println(hello.sayHello("S.J.)); //decided at compile time  
        System.out.println(hello.sayHello("S.J.", "boy")); //decided at compile time  
    }  
}
```



Lab: Late binding (through overriding)

```
public class Payment {  
    public void pay(){  
        System.out.println("Pay in cash");  
    }  
    public void checkout(){  
        pay();  
    }  
}
```

```
public class Store {  
    public static void main(String[] args) {  
        Payment p1 = new Payment();  
        p1.checkout();  
    }  
}
```



Lab: Late binding (through overriding)

```
public class CreditCardPayment extends Payment{  
    public void pay() {  
        System.out.println("Pay with credit card");  
    }  
}
```

```
public class Store {  
    public static void main(String[] args) {  
        Payment p1 = new Payment();  
        p1.checkout();  
  
        Payment p2 = new CreditCardPayment();  
        p2.checkout();  
    }  
}
```



Pitfall: No Late Binding for Static Methods

- ❑ Java uses **static binding** with **private**, **final**, and **static** methods
 - In the case of **private** and **final** methods, late binding would serve no purpose
 - However, in the case of a static method invoked using a calling object, it does make a difference