Polymorphism is the ability for code to be able to do several things (or have different meaning) using the same code. This can be useful when you need to do the same thing over and over, with just a slight change in the data etc. Take for example the example in our lesson about employees. What do you do if you have a Salary Employee and an Hourly Employee. While we could write 2 separate methods for this, we can process this by using Polymorphism here.

**public** **class** **Employee**

{

**private** float salary = 100f;

**public** **virtual** float **CalculatePay**()

{

**return** salary;

}

}

// a child class

**public** **class** **HourlyEmployee** : **Employee**

{

**private** float rate = 9f;

**private** float hours = 100f;

**public** **override** float **CalculatePay**()

{

**return** rate \* hours; // pay is calculated differently

}

}