| Method Overloading | Method Overriding |
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| Method overloading is a compile-time polymorphism. | Method overriding is a run-time polymorphism. |
| It helps to increase the readability of the program. | It is used to grant the specific implementation of the method which is already provided by its parent class or superclass. |
| It occurs within the class. | It is performed in two classes with inheritance relationships. |
| Method overloading may or may not require inheritance. | Method overriding always needs inheritance. |
| In method overloading, methods must have the same name and different signatures. | In method overriding, methods must have the same name and same signature. |
| In method overloading, the return type can or can not be the same, but we just have to change the parameter. | In method overriding, the return type must be the same or co-variant. |
| Static binding is being used for overloaded methods. | Dynamic binding is being used for overriding methods. |
| It gives better performance. The reason behind this is that the binding of overridden methods is being done at runtime. | Poor performance |
| Private and final methods can be overloaded. | Private and final methods can’t be overridden. |
| Argument list should be different while doing method overloading. | Argument list should be same in method overriding. |