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Polymorphism

Polymorphism is a concept where you can allow a method to hold various functions and abilities. It is useful when you have a bunch of classes that use the same method, and you can inherit that method from a different class that is abstract so you can override the method for that specific class. One of the main benefits of polymorphism is that you can use the code repeatedly. In the base class, you can define the method with a set of behaviors, and you can reuse that code in the other different classes. It makes programming a lot easier.

In one of our assignments, we had to make a program where it calculates the area of different shapes. In our base class, we had a method called getArea(). In order for it to be polymorphism, we had to make the class abstract meaning that the method wouldn’t hold an actual value. All of the other shapes such as a circle, square etc. had that same getArea() method but it would function differently depending on how you calculate the area of that shape. That is one example of polymorphism in our programming.