**Polymorphism**

It is a way to use different classes derived from a base class, and we can modify every method in this class according to the needs of this class.

One of the benefits of polymorphism is that we do not have to repeat a lot of code, and we can use the same methods name for all the project in each class, and it is easier to be called on the program main also.

We can apply polymorphism, when we want to do a game, that different class has to show the same information but in different ways, as when we call and print this class, will show the same information but in different ways and it will be clearer for programmers to do like that.

I liked that part of the code, because one benefit really important in this example, is the easy way to show a list of different classes (objects) in the same method. As we are using the base class GOAL, we can list it, and the other classes are being derived from this GOAL class, it will show the complete list with each classes, no matter if it was a Checklist goal, simple goal or eternal goal:  
  
 public void ListGoalName()

{

// print number by list and name.

for (int i = 0; i < \_lg.Count; i++)

{

Console.WriteLine($"{i + 1}. {\_lg[i].DetailString()}");

}

}