**Runtime Polymorphism (VIMP)**

Runtime polymorphism: - overriding methods needs 2 classes to interact.

A->B->C (b is extending A and C is extending B).

Class A

{

Void msg()

}

Class B extends A{

@Override

Void msg()

}

Class C extends B{

@Override

Void msg()

}

Class Main{

Main()

{

A a1=new C(); //works becoz c extends B which is also extending A

B b1=new C();// works bcoz c extends B

//but if B is not extending A now then

A a1=new C(); // not working

}

}