Answer 1: Polymorphism-

Polymorphism is allowing object of different clases to be treated as instances of same superclass. It allow the same method or function to behave differently based on the object that invoke it.

Polymorphism achieved using method overloading as well as method overriding.

Polymorphism are mainly two types.

1. Runtime polymorphism.
2. Compile time polymorphism.

Runtime polymorphism is achieved using method overriding . where a subclass define a method that is already present in superclass .

Example :

Class Animal {

Void makeSound(){

System.out.println(“Animal make sound”);

}

Class Animal Extend Dogs(){

Void dogBarks (){

System.out.println(“dogs are barking”);

}

}

Void main(Strings args[]){

Animal dog = new dogBarks(); // print dogs are barking.

Animal dog = new makeSound(): // print animal make sound.

}

Compile time polymorphism is achived using method overloading. Where a class having multiple method having same name but either number of parameter should different or Type of parameter should different .

Example:

Class calculator{

int add(int a, int b){

return a+b;

}

int add(float a, float b){

return a+b;

}

Answer 3. Fullform of the

HTML: HyperText Markup language

JSON: JavaScript Object Notation

XML : Xtensible Markup Language

API: Application Programming Language

Answer 2 Client server architecture:

In the client server Archeteture client send a request and server send response to client.