* Answer 1

Polymorphism is mainly are two types.

1 Compile time Polymorphism.

Its also known as Method Overloading

* + Method Overloading :- when more them method in same class with same name but different parameters known as method overloading.

Eg :-

Class Sum{

public static int sum(int a, int b){

return a+b;

}

public static int sum(int a, int b, int c){

return a+b+c;

}

public static void main(){

Sum s = new Sum();

System.out.println(s.sum(4, 5)); // output 9.

System.out.println(s.sum(3, 4, 5)); // output 12

}

}

2 Run time polymorphism

Its also know as Method overriding.

Method overriding :-

When a method of parent class is redefine in child class and the signature of that method must be intact.

Eg :-

public class Animal{

public void eat(){

System.out.println(“Animal eat”);

}

}

public class Dog extends Animal{

public void eat(){

System.out.println(“Dog eat meat”);

}

}

public class Test{

public static void main(){

Animal a = new Animal();

Dog d = new Dog();

a.eat(); //output :- Animal eat.

d.eat(); //output:- Dog eat meat.

}

}

Answer 2

Client Server architecture is a two way communication where client request and server respond through API.

Answer 3

* + JSON :- JavaScript Object Notation.
  + XML:- Extensible Markup Language.
  + API :- Application Programming Language.
  + HTML :- Hyper Text Markup Language.