Polymorphism is the ability to have a method in your program change or behave differently depending on what object calls them despite being accessed by the parent class. This is done by creating an abstract or virtual method in the base class that is then accessed by the derived classes but can now be changed through method overriding. Using polymorphism makes your program much easier to change and improve on when you expand on your code. You can use it to give your program more options in the future without having to change the base code. It could be used to write a program that handles different payment types like a credit card or through a bank account. Methods would want to show in the same format, but perhaps the writeLine part of the code would show that the payment came from a different source.

Example from my code:

(from the SimpleGoal class)

    public override int RecordEvent()

    {

        if (!\_isComplete)

        {

            \_isComplete = true;

            return \_points;

        }

        return 0;

    }