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3/15/23

**Polymorphism Articulation**

Polymorphism has been an interesting concept of C# for me to learn. The best explanation that I can give is that it’s the capability in C# to have the objects, getters, setters, variables and methods to be able to interface and communicate with each method. I was intrigued by how the effects of late binding work because we need to have the capability in the code of polymorphism that requires the use of reflection and it almost reminds me of the concept of inheritance. The unique thing here is that the behavior of the object or code in question. This is important that it all runs together at the run time and that each interface is smooth and consistent. This will all work and run at the same time which provides the aspect of polymorphism which in it’s basic form means that it will run in “many forms.”