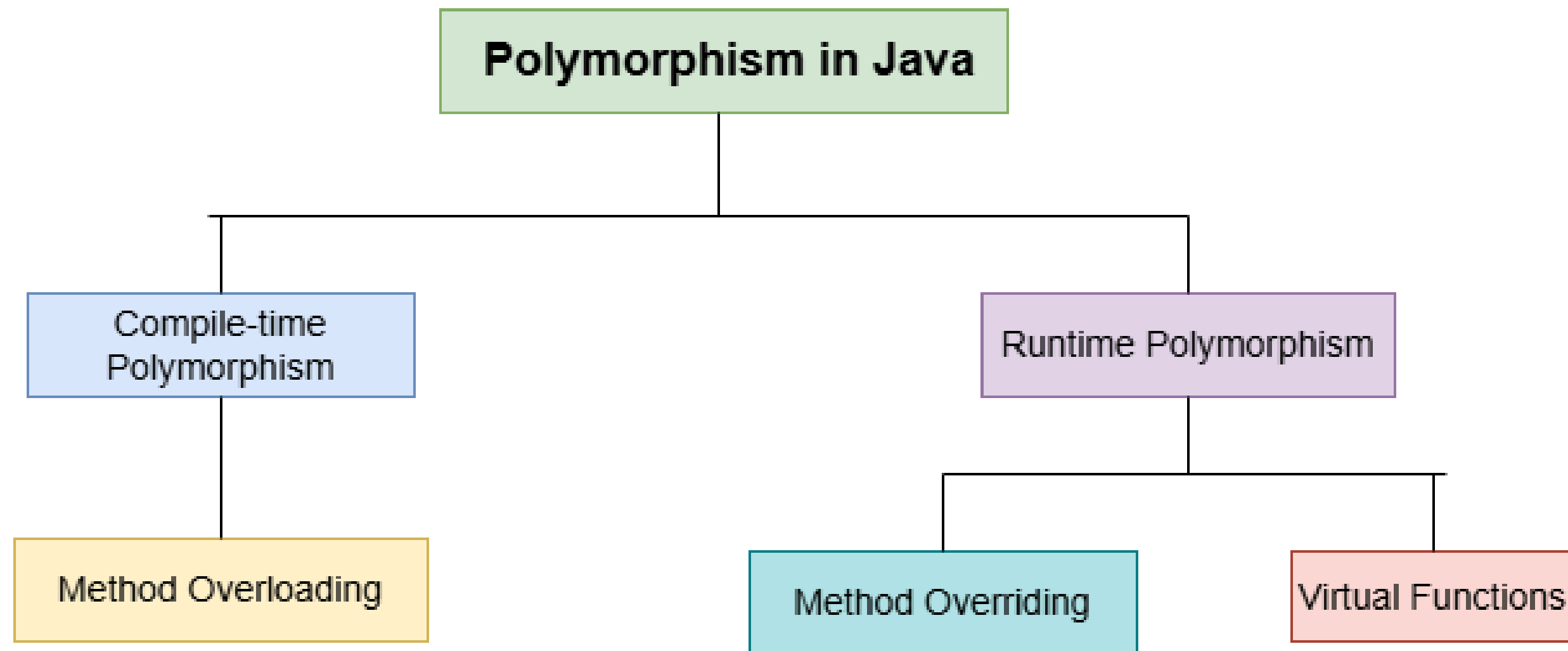


# polymorphism

# polymorphism

- What does it mean?? Poly means many, and morphism means forms. So basically it's one entity behaving in multiple ways.
- What does it mean in OOP?? An object can take multiple forms. The same method/operator can show multiple behaviors, and is decided at the compile time/run time.
- Why does it matter?? It improves code reusability, makes programs more flexible, and maintainable, while also promoting clean code in OOP.

# types



# types

- Compile Time Polymorphism : This is also called static binding, and is achieved via method overloading. It's resolved by the compiler as the name suggests.
- Run Time Polymorphism : This is also called dynamic binding, and is achieved via method overriding. It's resolved by the JVM during runtime.

# method overloading

- Having multiple methods with the same name, but different input parameters.
- Occurs within the same class, is decided at compile time.
- The return type can also differ.
- Example

add(int, int)

add(double, double)

add(int, int, int)

# method overriding

- Having a method in a subclass with the same name, return type, and parameters as in its superclass. (uses @Override)
- Used to provide a specific implementation in the child class.
- Occurs in different classes (inheritance), and at runtime.
- Return type must be same, only non-final and non-static funcs can be overridden, and the access modifiers can't be more restrictive
- Example

```
class Animal { void sound() { ... } }
```

```
class Dog extends Animal { void sound() { ... } }
```

**thank you**