Binding

Binding is a process of connecting a method call to its body.

There are two types of binding.

1. Static binding or early binding

This binding happens at the time of completion.

Class Animal

{

Void voice

{

Sopln(“Animal make sound”);

}

Void voice (string sound)

{

Sopln(“Animal makes sound”+sound);

}

Psvm(sting args[])

{

Animal d=new Animal();

d.voice();

d.voice(“bark”);

}

}

1. Dynamic Binding

When binding is performed at the time of execution or at the run time this is dynamic binding.

This binding is taken place JVM.

Example

Class Animal

{

Void voice(()

{

Sopln(“Animal makes sound”);

}

}

Class Dog extends Animal

{

Void voice()

{

Sopln(“Dog always barks”);

}