Polymorphism: One name many forms

It is two types:method overloading,method overriding

Method overloading: function name same , method selection depends upon the parameters of the function , no return type preferred

Method selection :Type of parameters

number of parameters

sequence of parameters

if method get selected at compile time then it is called as static polymorphism, early binding

Ex:

Class game

{

Void play()

{

}

Int play(int a,int b)

{

}

Float play(float a,float b)

{

}

Int play(int a,float b)

{

}

}

