

## Polymorphism

- Same name different actions
- Runtime Polymorphism is achieved using function overriding
- Virtual functions are abstract functions of base class
- Derived class must override virtual function
- Base class pointer pointing to derived class object and a override function is called

**Summary: class car is defined, then sub classes override, then base class method made as virtual the pure virtual**

```
class Car
{
public:
    virtual void start()=0;
};
class Innova:public Car
{
public:
    void start(){cout<<"Innova Started"<<endl;}
};
class Swift:public Car
{
public:
    void start(){cout<<"Swift Started"<<endl;}
};

int main()
{
    //Car c;
    Car *p=new Innova();
    p->start();
    p=new Swift();
    p->start();
}
```