OOP’S CONCEPTS

(Name and explain any -)

1. Polymorphism
2. Data Encapsulation
3. Data Hiding
4. Data Abstraction
5. Inheritance

POLYMORPHISM- Polymorphism refers to “One name having many forms” or different behaviour of an instance depending upon the situations.

Polymorphism is implemented in C++ through FUNCTION OVERLOADING.

FUNCTION OVERLOADING: A function name having several definitions that are differentiable by the number or types of the arguments is known as overloading of a function.

To overload a function use same function name but with different number of argument list to avoid AMBIGUITY.

For Example-

✓ To find the area of the following figures:
   1. Square    2. Rectangle    3. Triangle

#include<iostream.h>
#include<math.h>
Void area (float s);
Void area (float l, float b);
Void area (float a, float b, float c);
Void main()
{
   Float s,a,b,c,l;
   Cout<<"Enter l,b";
   Cin>>l>>b;
   area(l,b);
   cout<<"Enter a,b,c";
   cin>>a>>b>>c;
   area(a,b,c);
   cout<<"Enter s";
   cin>>s;
   area(s);
}
Void area (float s)