

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)
```

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