

(Lecture  
20) How to create objects  
during run-time.

There are the changes in main function  
of last lecture program.

How to create object during  
Compile time

```
int main ( )
{
    Animal A;
    Animal *a;
    a = &A;
    a → move ( );

    Horse H;
    Horse *h;
    h = &H;
    h → move ( );
    getch ( );
}
```

How to Create object  
during Run-time

```
int main ( )
{
    Animal *a;
    a = New Animal;
    a → move ( );

    Horse *h;
    h = New horse;
    h → move ( );
    getch ( );
}
```

What is Polymorphism?

Polymorphism is when we gain different outcomes with same interface.

It has two types -

Static Polymorphism

→ If object is created at compile time then it is called static polymorphism.

Dynamic Polymorphism

If object is created at run-time then it is called dynamic polymorphism.