



**Object-Oriented  
Programming**

# Overloading

# Outline

- Motivation
- Parameter Signature
- Graded Exercise 3

# Recall: Multiple Constructors

```
public class Person {  
    private String name;  
    private int age;  
  
    public Person() {  
        this.name = "No name";  
        this.age = 0;  
    }  
  
    public Person(String name) {  
        this.name = name;  
        this.age = 0;  
    }  
  
    public Person(String name, int age) {  
        this.name = name;  
        this.age = age;  
    }  
}
```

More formally, this  
is called

Constructor  
Overloading

# Recall: Multiple Constructors

```
public class Person {  
    private String name;  
    private int age;  
  
    public Person() {  
        this.name = "No name";  
        this.age = 0;  
    }  
  
    public Person(String name) {  
        this.name = name;  
        this.age = 0;  
    }  
  
    public Person(String name, int age) {  
        this.name = name;  
        this.age = age;  
    }  
}
```

Q: How does each constructor differ from each other?

A1: The parameters... but not exactly

A2: The signature!

# Recall: Multiple Constructors

```
public class Person {  
    private String name;  
    private int age;  
  
    ...  
  
    public Person(String firstName) {  
        this.name = firstName;  
        this.age = 0;  
    }  
  
    public Person(String lastName) {  
        this.name = lastName;  
        this.age = 0;  
    }  
}
```

Q: Would this be allowed?

A: No! The **signatures** are the same! How would you tell the method calls apart?

**new Person("Jose")**  
**new Person("Rizal")**

Hence, the signature refers to the order of parameters factoring in their data type.

# Overloading

- We formally describe **overloading** as having multiple methods or constructors with the same name but with different signatures
  - Can be done with constructors (as we've seen already)
  - Can also be done with methods

# Valid or invalid?

```
public void add(int a, int b) {
```

```
    ...
```

```
}
```

```
public void add(int a, int b, int c) {
```

```
    ...
```

```
}
```

Valid or invalid?

```
public void add(int a, int b) {
```

```
    ...
```

```
}
```

```
public void add(int a, float b) {
```

```
    ...
```

```
}
```



Valid or invalid?

```
public void add(float a, int b) {  
    ...  
}  
public void add(int a, float b) {  
    ...  
}
```

Valid or invalid?

```
public void add(int a, int b) {
```

```
    ...
```

```
}
```

```
public int add(int a, int b) {
```

```
    ...
```

```
}
```

# Method signature

Sequence of parameter types.

```
public Person(String name, int age) { ... }
```

**STRING**

**INT**

```
public Person(String name) { ... }
```

**STRING**

# Method signature

Sequence of parameter types.

```
public Person(int age) { ... }
```

**INT**

```
public Person() { ... }
```

**(empty)**

Again, the same thing goes for methods!

```
public double getChange(double amt, double payment) {  
    return payment - amt;  
}
```

**DOUBLE**

**DOUBLE**

```
public double getChange(double amt, double disc, double payment) {  
    return payment - amt * (100 - disc) / 100.0;  
}
```

**DOUBLE**

**DOUBLE**

**DOUBLE**

Questions? 😊

Exercise 

Let's head over to **Canvas**

# Next meeting...

- [On-site] Graded Exercise 4 (*UML and coding*)



Keep learning...