/\*File : Methodoverloading.java

\*Description : Java program to calculate the area of different shapes using Method Overloading

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PROGRAM

package javalab;

import java.util.Scanner;

public class Methodoverloading {

public static void main(String [] args ) {

Scanner sc=new Scanner(System.in);

System.out.println("Enter the choice: 1. Rectangle \n 2. Triangle \n 3. Circle");

int choice;

choice =sc.nextInt();

Shape shape=new Shape();

if(choice==1) {

System.out.println("enter the length:");

int length =sc.nextInt();

System.out.println("enter the breadth:");

int breadth =sc.nextInt();

Shape.area(length,breadth);

}

else if(choice==2) {

System.out.println("enter the height:");

float height =sc.nextFloat();

System.out.println("enter the base:");

float base =sc.nextFloat();

Shape.area(height,base);

}

else if(choice==3) {

System.out.println("enter the radius:");

float radius =sc.nextFloat();

Shape.area(radius);

}

else {

System.out.println("invalid choice");

}

}

}

class Shape{

int length;

int breadth;

public static void area(int length, int breadth) {

System.out.println("Area of Rectangle="+(length\*breadth));

}

public static void area(float height, float base) {

System.out.println("Area of triangle="+(0.5\*height\*base));

}

public static void area(float radius) {

System.out.println("Area of circle="+(3.14\*radius\*radius));

}

}

OUTPUT

Enter the choice: 1. Rectangle

2. Triangle

3. Circle

1

enter the length:

15

enter the breadth:

30

Area of Rectangle=450

Enter the choice: 1. Rectangle

2. Triangle

3. Circle

2

enter the height:

13.5

enter the base:

12.5

Area of triangle=84.375

Enter the choice: 1. Rectangle

2. Triangle

3. Circle

3

enter the radius:

17.5

Area of circle=961.625