

**Politeknik METrO Tasek Gelugor**

**NO 25, LORONG KOMERSIAL 2,**

**PUSAT KOMERSIAL TASEK GELUGOR**

**13300 TASEK GELUGOR**

**PULAU PINANG**

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| **DFP30243**  **OBJECT ORIENTED PROGRAMMING** |

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| **NAME:** | MUHAMMAD AFIQ MUHAIMIN BIN MOHD ZAINI |
| **CLASS:** | DDT3A |
| **REGISTRATION NO:** | 32DDT20F2029 |
| **LECTURER:** | **PUAN HAZLEENA BINTI OSMAN**  **PUAN RODZIAH BINTI IBRAHIM** |
| **NAME OF TASK:** | LAB ACTIVITY 5 |

LAB ACTIVITY 5:

Method and Constructor Overloading

**Learning Outcomes**

This Lab sheet encompasses 6 activities (Activity 5A until 5C).

By the end of this lab, students should be able to:

* Perform constructor and constructor overloading in Java programs.
* Perform method overloading in Java programs.
* Construct ‘this’ keyword.

**Activity 5A**

Activity Outcome: Understand and implement Method Overloading

Procedure:

**Step 1:** Type the programs given below

|  |
| --- |
|  |

**Step 2:** Save the program as Act5a.java

**Step 3:** Compile and run the program. Observe the output.

**Code**

A screenshot of a computer

Description automatically generated with medium confidence

**Output**

Graphical user interface, text

Description automatically generated

**Activity 5B**

Activity Outcome: Understand and create Method Overloading.

Procedure:

**Step 1:** Type the programs given below

|  |
| --- |
|  |

**Step 2:** Save the program as Act5b.java

**Step 3:** Compile and run the program. Observe the output.

Code

Text

Description automatically generated

**Output**

Text

Description automatically generated

**Activity 5C**

Activity Outcome: Understand and create constructor.

Procedure:

**Step 1:** Type the programs given below

|  |
| --- |
| class Cons  {  Cons()  {  System.out.println (“I’m automatically called immediately when the  object is created before the new operator completes its job”);  }  }  class Act5c  {  public static void main(String args[])  {  Cons obj = new Cons();  }  } |

**Step 2:** Save the program as Act5c.java

**Step 3:** Compile and run the program. Observe the output.

**Code**

Text

Description automatically generated

**Output**



**Activity 5D**

Activity Outcome: Understand and create constructor overloading.

Procedure:

**Step 1:** Type the programs given below

|  |
| --- |
| class Cons  {  Cons()  {  System.out.println (“I’m automatically called immediately when  the object is created before the new operator completes its  job”);  }  Cons(String message)  {  System.out.println(“Constructor Overloading” + message);  }  }  class Act5d  {  public static void main(String args[])  {  Cons obj = new Cons();  Cons obj = new Cons(“Yes, I got it!”);  }  } |

**Step 2:** Save the program as Act5d.java

**Step 3:** Compile and run the program. Observe the output.

Code

A screenshot of a computer

Description automatically generated with medium confidence

Output

