

Day-9

Method - block or group of statements which will perform certain task.
we have to call the method through object.

- 1) No Params No return value
- 2) No Params Return value
- 3) Take params No Return
- 4) Take params Return a value

Method:

- 1) Method name can be anything
- 2) Method may or may not return a value
- 3) If method is not return any value then specify void
- 4) Method can take parameters/arguments
- 5) We have to invoke/call methods explicitly through object
- 6) used for specifying logic

Constructor

- 1) Constructor name should be same as class name.
- 2) Constructor will never return a value
- 3) We dont specify the void
- 4) Constructor can take parameters/arguments
- 5) Constructor automatically invoked at the time of object creation.
- 6) used for initializing the values of the variables.

Polymorphism

one thing can have many forms...

Shape - circle, square, triangle, rectangle
water - vapour, ice burg

polymorphism can achieve using overloading concept..

Req: As a user , add numbers (2, 3, 4)

```
add(10,20);  
add(10,20,30);  
add(10,20,30,40);
```

```
addtwo(10,20)  
addthree(10,20,30)  
addfour(10,20,30,40)
```

4 rules are applicable in overloading

- 1) Method names should be same
- 2) number of parameters should be different
- 3) Data type of parameters should be different
- 4) Order of parameters should be different

