■ Object-oriented languages like Java or C++, method overloading allows a class to have multiple methods with the same name but different parameters.

■ However, in JavaScript, there's no direct support for method overloading in the traditional sense.

■ Yet, you can simulate method overloading by examining the number of arguments passed and then deciding how to handle them within the function.

```javascript
class MyClass {
    myMethod(param1, param2) {
        if (arguments.length === 1) {
            console.log('Received one argument:', param1);
        } else if (arguments.length === 2) {
            console.log('Received two arguments:', param1, param2);
        } else {
            console.log('Invalid number of arguments');
        }
    }
}

const obj = new MyClass();
obj.myMethod(10);
obj.myMethod(20, 30);
```

#JavaScript_OOP