

## METHOD OVERLOADING AND METHOD OVERRIDING

### Aim:

To understand and implement method overloading and method overriding.

### PRE LAB EXERCISE

#### QUESTIONS

- ✓ What is method overloading?
  - Method overloading means having multiple methods with the same name in the same class.
  - The methods must differ in number, type, or order of parameters.
  - It is a compile-time polymorphism.
  - Return type alone cannot differentiate overloaded methods.
  - It improves code readability and flexibility.
  
- ✓ What is method overriding?
  - Method overriding means **redefining a parent class method** in the child class.
  - The method name and parameters must be **exactly the same**.
  - It is a **runtime polymorphism**.
  - Used to provide **specific implementation** in the child class.
  - Requires inheritance.
  
- ✓ Difference between overloading and overriding.

#### Method Overloading

Same method name, different  
parameters

Occurs in the same class

Compile-time polymorphism

#### Method Overriding

Same method name and same  
parameters

Occurs in parent-child classes

Runtime polymorphism

### **Method Overloading**

Inheritance not required

Improves flexibility

### **Method Overriding**

Inheritance required

Improves behavior customization

## **IN LAB EXERCISE**

### **Objective:**

To demonstrate compile-time and runtime polymorphism.

### **PROGRAMS:**

#### **1.Student Result System (Method Overriding)**

##### **Description:**

- Base class Student has method displayResult().
- Subclasses UGStudent and PGStudent override the method to show different grading systems.

##### **Code :**

```
import java.util.Scanner;

// Base class
class Student {
    String name;

    void displayResult() {
        System.out.println("Student Result");
    }
}

// UG Student subclass
class UGStudent extends Student {
    int marks;
```

```
UGStudent(String n, int m) {  
    name = n;  
    marks = m;  
}  
  
@Override  
void displayResult() {  
    double percentage = (marks / 100.0) * 100;  
    System.out.println("UG Student: " + name);  
    System.out.println("Marks: " + marks);  
    System.out.println("Percentage: " + percentage + "%");  
}  
}  
  
// PG Student subclass  
class PGStudent extends Student {  
    double gpa;  
  
    PGStudent(String n, double g) {  
        name = n;  
        gpa = g;  
    }  
  
    @Override  
    void displayResult() {  
        System.out.println("PG Student: " + name);  
        System.out.println("GPA: " + gpa + " / 10");  
    }  
}  
  
// Main class
```

```
public class Main {  
    public static void main(String[] args) {  
        Scanner sc = new Scanner(System.in);  
  
        // Input for UG student  
        System.out.print("Enter UG Student Name: ");  
        String ugName = sc.nextLine();  
        System.out.print("Enter UG Student Marks (out of 100): ");  
        int ugMarks = sc.nextInt();  
        sc.nextLine(); // consume newline  
  
        // Input for PG student  
        System.out.print("Enter PG Student Name: ");  
        String pgName = sc.nextLine();  
        System.out.print("Enter PG Student GPA (0-10): ");  
        double pgGpa = sc.nextDouble();  
  
        // Create objects  
        Student s1 = new UGStudent(ugName, ugMarks);  
        Student s2 = new PGStudent(pgName, pgGpa);  
  
        System.out.println("\n--- Student Results ---");  
        s1.displayResult();  
        System.out.println();  
        s2.displayResult();  
  
        sc.close();  
    }  
}
```

**OUTPUT:**

Sample Input:

Enter UG Student Name: Ram

Enter UG Student Marks (out of 100): 85

Enter PG Student Name: Ravi

Enter PG Student GPA (0-10): 9.2

Output:

--- Student Results ---

UG Student: Ram

Marks: 85

Percentage: 85.0%

PG Student: Ravi

GPA: 9.2 / 10

```
PS C:\Users\msand\OneDrive\Desktop\java> java Main
Enter UG Student Name: Ram
Enter UG Student Marks (out of 100): 85
Enter PG Student Name: Ravi
Enter PG Student GPA (0-10): 9.2

--- Student Results ---
UG Student: Ram
Marks: 85
Percentage: 85.0%

PG Student: Ravi
GPA: 9.2 / 10
PS C:\Users\msand\OneDrive\Desktop\java>
```

## 2. Calculator Program (Method Overloading)

### Description:

Create a Calculator class with multiple add() methods to calculate:

- Addition of 2 integers
- Addition of 3 integers

- Addition of 2 double numbers

**Code:**

```
import java.util.Scanner;  
class Calculator {  
    int add(int a, int b) {  
        return a + b;  
    }  
  
    int add(int a, int b, int c) {  
        return a + b + c;  
    }  
  
    double add(double a, double b) {  
        return a + b;  
    }  
}  
public class Main {  
    public static void main(String[] args) {  
        Scanner sc = new Scanner(System.in);  
        Calculator calc = new Calculator();  
  
        System.out.print("Enter two integers: ");  
        int x = sc.nextInt();  
        int y = sc.nextInt();  
        System.out.println("Sum of two integers: " + calc.add(x, y));  
  
        System.out.print("Enter three integers: ");  
        int p = sc.nextInt();  
        int q = sc.nextInt();  
        int r = sc.nextInt();  
        System.out.println("Sum of three integers: " + calc.add(p, q, r));  
    }  
}
```

```
        System.out.print("Enter two decimal numbers: ");
        double a = sc.nextDouble();
        double b = sc.nextDouble();
        System.out.println("Sum of two doubles: " + calc.add(a, b));

        sc.close();
    }
}
```

**Output:**

**Sample Input:**

```
Enter two integers: 10 20
Enter three integers: 5 10 15
Enter two decimal numbers: 2.5 3.5
```

**Output:**

```
Sum of two integers: 30
Sum of three integers: 30
Sum of two doubles: 6.0
```

```
PS C:\Users\msand\OneDrive\Desktop\java> javac Main.java
PS C:\Users\msand\OneDrive\Desktop\java> java Main
Enter two integers: 10 20
Sum of two integers: 30
Enter three integers: 5 10 15
Sum of three integers: 30
Enter two decimal numbers: 2.5 3.5
Sum of two doubles: 6.0
```

## POST LAB EXERCISE

- ✓ Is return type important in method overloading and method overriding?
  
  - **Method Overloading:**
    - Return type is **not important** for overloading.
    - Overloading is decided by the **method name and parameter list**.
  - **Method Overriding:**
    - Return type **must be same or covariant** (subclass type).
    - Changing return type completely is **not allowed**.
- 
- ✓ Can you overload a method by changing only the return type?
  
  - No, a method **cannot be overloaded** by changing only the return type.
  - The parameter list must be **different**.
  - Java identifies methods using **method signature** (name + parameters).
  - Changing only return type causes **compile-time error**.
- 
- ✓ Can static methods be overridden? Can they be overloaded?
  
    - **Static methods cannot be overridden.**
      - They belong to the class, not to objects.
      - This is called **method hiding**, not overriding.
    - **Static methods can be overloaded.**
      - Overloading depends on method signature, not object behavior.
- 
- ✓ Can a method be overridden if the parameter list is different?
  
    - No, a method **cannot be overridden** if the parameter list is different.
    - The method name and parameters must be **exactly the same**.
    - Different parameter list results in **method overloading**, not overriding.

**Result:**

Thus the method overloading and overriding concepts were implemented and executed successfully.

### ASSESSMENT

Description	Max Marks	Marks Awarded
Pre Lab Exercise	<b>5</b>	
In Lab Exercise	<b>10</b>	
Post Lab Exercise	<b>5</b>	
Viva	<b>10</b>	
<b>Total</b>	<b>30</b>	
<b>Faculty Signature</b>		