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**Roll No:11**

**Batch:S2 RMCA-B**

**Date:17/05/2022**

**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No: 10**

**Aim**

Area of different shapes using overloaded functions

**Procedure**

import java.util.\*;

class OverloadDemo{

void area(float x)

{

System.out.println("The Area of square is " +x\*x+ " sq units");

}

void area(float x,float y)

{

System.out.println("The Area of rectangle is " +x\*y+ " sq units");

}

void area(double x)

{

double z=3.14\*x\*x;

System.out.println("The Area of circle is " +z+ " sq units");

}

}

class Overload{

public static void main(String args[]){

int square;

int rect1,rect2;

double circle;

Scanner sc=new Scanner(System.in);

System.out.println("Enter the side of square:");

square=sc.nextInt();

System.out.println("Enter bredth of rectangle:");

rect1=sc.nextInt();

System.out.println("Enter length of rectangle:");

rect2=sc.nextInt();

System.out.println("Enter radius of circle:");

circle=sc.nextDouble();

OverloadDemo obj=new OverloadDemo();

obj.area(square);

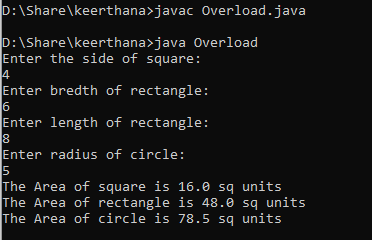
obj.area(rect1,rect2);

obj.area(circle);

}

}

**Output Screenshot**

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