import java.util.Scanner;

public class funoverloading {

void read(int a){

System.out.println("Integer: "+a);

}

void read(double a){

System.out.println("Double value: "+a);

}

void read(String a){

System.out.println("String: "+a);

}

public static void main(String[] args) {

Scanner sc = new Scanner(System.in);

funoverloading obj = new funoverloading();

System.out.println("Enter an integer value :");

int intvalue = sc.nextInt();

System.out.println("Enter a double value:");

double doublevalue = sc.nextDouble();

sc.nextLine();

System.out.println("Enter a string:");

String strvalue = sc.nextLine();

obj.read(intvalue);

obj.read(doublevalue);

obj.read(strvalue);

}

}

Enter an integer value :

4

Enter a double value:

5.66

Enter a string:

Hello

Integer: 4

Double value: 5.66

String: Hello