

## **Method and constructor overloading**

1. Create a class called shape which has members called calarea() and display(). Calculate the area for three different shapes: triangle (scalene triangle), rectangle and circle. Apply method overloading to control the area parameter and display the area through main.
2. Create class sum and demonstrate constructor overloading by adding two, three parameters. If someone passes no parameter the message will display " Bucket is empty".

## **Questionnaires**

1. Can we overload a method by changing the return type.
2. What is method signature?
3. Can we overload the main method? If so, what is the consequence? Justify with example