**Object 2: C# Program for Over-loading Consturctor:**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Overloading\_Constructor

{

class Program

{

public Program()

{

Console.WriteLine("Default Constructor");

}

public Program(int a)

{

Console.WriteLine("The square of two numbers is {0}", a \* a);

}

public Program(string sname)

{

Console.WriteLine("Name of student is {0}", sname);

}

public Program(float height)

{

Console.WriteLine("Height of student is {0}", height);

}

public Program(string sname, float height,int age)

{

Console.WriteLine("The student {0} is {1} years old and his/her height is {2}", sname, age, height);

}

static void Main(string[] args)

{

int a, age;

float height;

string sname;

Console.WriteLine("Enter number to print square: ");

a = int.Parse(Console.ReadLine());

Console.WriteLine("Enter age of studnet:");

age = int.Parse(Console.ReadLine());

Console.WriteLine("Enter height of student: ");

height = float.Parse(Console.ReadLine());

Console.WriteLine("Enter name of student: ");

sname = Console.ReadLine();

Program obj1 = new Program();

Program obj2 = new Program(a);

Program obj3 = new Program(sname);

Program obj4 = new Program(height);

Program obj5 = new Program(sname, height, age);

Console.ReadKey();

}

}

}

