[0430] Method Overloading

Method Overloading refers to the ability to create several methods with the exact same name. Wait... what?!

Consider the following method signatures:

```
void CreateDice(int numDice);
void CreateDice(int numDice, int numSides);
void CreateDice(int numDice, int numSides, string color);
```

Those are three different methods with the same name - "CreateDice". C# is OK with this because their parameter list (and thus their *signatures*) are different.

As this example implies, Method Overloading was a way to support optional parameters back before optional parameters was a real thing. Now that optional parameters are real, my experience is that method overloading is not needed nearly as much and is a great way to introduce frustrating bugs into your code.

Try It Yourself!

Write a program with three methods called "PrintPerson()". The first version of the method should have one parameter called "name". The second version should have 2 parameters called "name" and "age". The third version should have three parameters - "name", "age" and "favColor". Each method should print out what it knows about a person given the parameters it has. In your main() method, call each of these three methods with made-up information about an imaginary person. Run the program and verify it displays expected results.

After you get your initial version running, go back and string the 3 methods together so that there is only one Console.WriteLine() statement in your program.