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Roll No-19

Practical 4

CONSTRUCTOR OVERLOADING –

Input:

```
class Perimeter
{
   int length,breadth;
   Perimeter()
   {
      length=0;
      breadth=0;
   }
   Perimeter(int x, int y)
   {
      length=x;
      breadth=y;
   }
   void cal_perimeter()
   {
      int per1;
      per1=2*(length+breadth);
      System.out.println("Perimeter of rectangle = "+per1);
   }
   public static void main(String[] args)
   {
      Perimeter p1=new Perimeter();
```

```
        Perimeter p2=new Perimeter(10,20);
        p1.cal_perimeter();
        p2.cal_perimeter();
    }
}
```

Output:

```
Perimeter of rectangle = 0
Perimeter of rectangle = 60

=== Code Execution Successful ===
```

```
class Perimeter
{
    int length,breadth;
    Perimeter()
    {
        length=0;
        breadth=0;
    }
    Perimeter(int length, int breadth)
    {
        this.length=length;
        this.breadth=breadth;
    }
    void cal_perimeter()
    {
        int per1;
        per1=2*(length+breadth);
```

```
        System.out.println("Perimeter of rectangle = "+per1);
    }
    public static void main(String[] args)
    {
        Perimeter p1=new Perimeter();
        Perimeter p2=new Perimeter(10,30);
        p1.cal_perimeter();
        p2.cal_perimeter();
    }
}
```

Output:

Perimeter of rectangle = 0

Perimeter of rectangle = 80

=== Code Execution Successful ===

METHOD OVERLOADING –

Input:

```
class Adder
{
    static int add(int a, int b)
    {
        return(a+b);
    }
    static int add(int a, int b,int c)
    {
        return(a+b+c);
```

```
    }
    public static void main(String[] args)
    {
        int ans1 = Adder.add(10,20);
        int ans2 = Adder.add(10,20,30);
        System.out.println(ans1);
        System.out.println(ans2);
    }
}
```

Output:

30

60

=== Code Execution Successful ===