

## Practical No. 06

Aim: Create, debug and run java programs based on classes with objects, method overloading and constructor overloading.

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### Theory:

What is a class in Java?

- i) Classes are the building blocks of programs built using the object oriented methodology.
- ii) Objects have certain similar traits - state and behaviour.
- iii) The commonality is provided in a blueprint or template for the instantiation of all similar objects.
- iv) This blueprint is known as a class.

• Every class in Java can be composed of the following elements:

- i) Fields, member variables or instance variables
- ii) member methods or instance methods.
- iii) static or class fields
- iv) static or class methods
- v) Inner class.

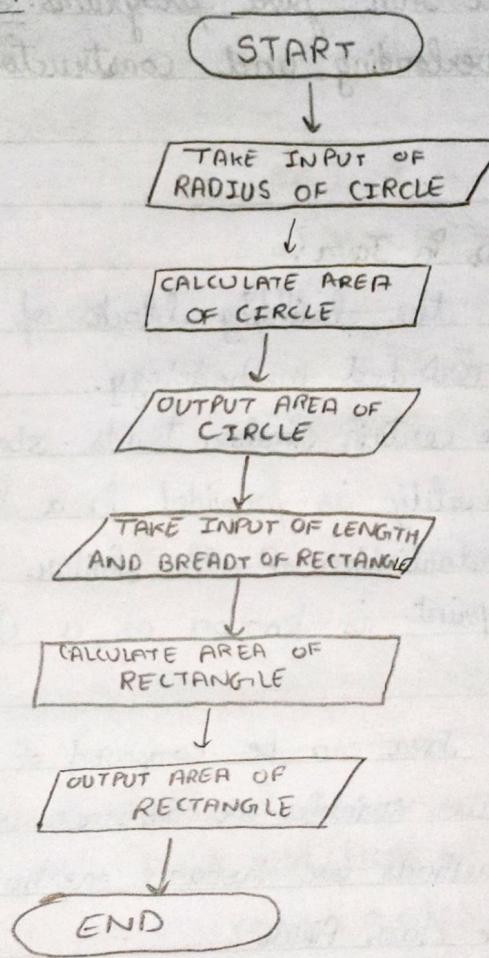
### Method overloading:

If a class has multiple methods having same name but different in parameters, it is known as method overloading.

There are two ways to overload the method in Java:

- i) By changing number of arguments
- ii) By changing the data type

Flow chart:



Code 1: Classes, objects, Method Overloading

i) By changing number of arguments:

```
class Addition {  
    int add (int a, int b) {  
        return a+b;  
    }
```

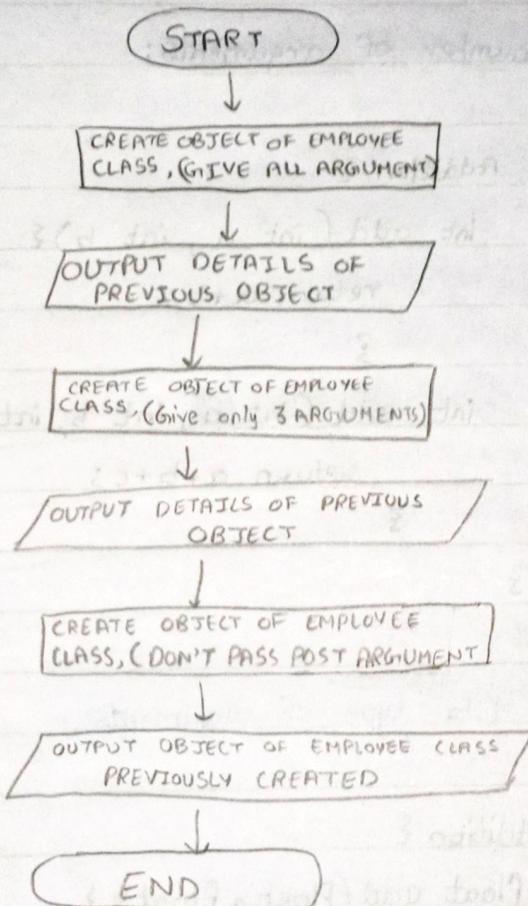
```
    int add (int a, int b, int c) {  
        return a+b+c;  
    }
```

ii) By changing data type of arguments.

```
class addition {  
    float add (float a, float b) {  
        return a+b;  
    }
```

```
    int add (int a, int b) {  
        return a+b;  
    }
```

}



Code 2 : Constructor Overloading

### Constructor overloading:

Constructor overloading in Java is a technique of having more than one constructor with different parameter lists.

These constructors are differentiated by the compiler by the number of parameters in the list and their types.

#### Example:

```
class STAFF {
```

```
    String Id;
```

```
    String name;
```

```
    int age;
```

```
    STAFF() {
```

```
        age = 0;
```

```
        Id = "00000000";
```

```
        name = "User-none";
```

```
}
```

```
    staff(String name, String Id, int age) {
```

```
        this.name = name;
```

```
        this.id = Id;
```

```
        this.age = age;
```

```
}
```

Suppose we want to implement a function which will return a string. In this situation, there will be  
several possibilities and each possibility will have its own unique name.  
So, we can use the concept of polymorphism to implement the function  
with different names.

### 3. Time class

```
class time  
{  
    int hr;  
    int min;  
    int sec;  
}
```

### 3C. Grade

```
class Grade  
{  
    int score;  
    String grade;  
    String name;  
}
```

### Conclusion:

Hence, by performing this practical I learnt about the various concepts of classes, objects, method overloading and constructor overloading. I also created, debugged and executed java programs based on the above concepts.