/*method overloading(rectangle,squre,triangle,circle)another way*/

```
class Shape
{
int d1,d2;
float d3,d4;
Shape(int a,int b) //assuming rectangle
 {
  d1=a;
  d2=b;
Shape(int a) //assuming square
 {
  d1=d2=a;
 }
Shape(float a,float b) //triangle
 {
  d3=a;
  d4=b;
 }
Shape(float a) //circle
 {
  d3=a;
 }
int area()
 {
  return(d1*d2);
 }
float area_t()
 {
```

```
return(.5f*d3*d4);
 }
 float calcArea()
 {
  return(3.14f*d3*d3);
 }
}
class Overloading_srtc1
{
 public static void main(String args[])
  {
    int i=Integer.parseInt(args[0]);
    int j=Integer.parseInt(args[1]);
    int k=Integer.parseInt(args[2]);
    float p=Float.parseFloat(args[3]);
    float q=Float.parseFloat(args[4]);
    float m=Float.parseFloat(args[5]);
    Shape r1=new Shape(i,j);
    Shape r2=new Shape(k);
    Shape r3=new Shape(p,q);
    Shape r4=new Shape(m);
    System.out.println("area of r1 is: "+r1.area());
    System.out.println("area of r2 is: "+r2.area());
    System.out.println("area of r3 is: "+r3.area_t());
    System.out.println("area of r4 is: "+r4.calcArea());
  }
}
```

