Q.2--->Write a java programme to --

A)Define a class named Room with data members length and breadth, make constructors and overload the constructor such that Room is rectangle & square, take the data members from command line arguments.

```
/*method overloading(rectangle,squre)*/
class Room
int length;
int breadth;
 Room(int a,int b) //assuming rectangle
  length=a;
  breadth=b;
 Room(int a) //assuming square
  length=breadth=a;
 }
 int area()
  return(length*breadth);
 }
}
class Overloading_sr
 public static void main(String args[])
   int i=Integer.parseInt(args[0]);
```

```
int j=Integer.parseInt(args[1]);
    int k=Integer.parseInt(args[2]);
    Room r1=new Room(i,j);
    Room r2=new Room(k);
    System.out.println("area of r1 is: "+r1.area());
    System.out.println("area of r2 is: "+r2.area());
  }
Microsoft Windows [Version 10.0.22621.1265]
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C:\Users\HP>cd Onedrive
C:\Users\HP\OneDrive>cd Desktop
C:\Users\HP\OneDrive\Desktop>cd notepad prog
C:\Users\HP\OneDrive\Desktop\notepad prog>javac Overloading_sr.java
C:\Users\HP\OneDrive\Desktop\notepad prog>java Overloading_sr 5 6 5 area of r1 is: 30 area of r2 is: 25
C:\Users\HP\OneDrive\Desktop\notepad prog>
```