Experiment No.-03

Aim: Write a Java Program to demonstrate Method overloading.

Problem Statement:

- 1. Write a Java Program to overload method area() to calculate area of different shapes.
- 2. Write a Java Program to demonstrate constructor overloading.

Theory:

Method

A method is basically a behavior. A class can contain many methods. It is in methods where the logics are written, data is manipulated and all the actions are executed.

A method is a block of code or collection of statements/ instructions or a set of code grouped together to perform a certain task or operation.

Method declaration:

```
type method_name (parameter-list)
{
    // body of method
}
```

Method Overloading

- If a class has multiple methods having same name but different in parameters, it is known as Method Overloading.
- If we have to perform only one operation, having same name of the methods increases the readability of the program.
- Advantage of method overloading
 - o Method overloading increases the readability of the program.
- Different ways to overload the method
 - o There are two ways to overload the method in java
 - By changing number of arguments
 - By changing the data type

• Example-

```
int area(int r)
{
          return 3.14 * r * r;
}
int area(int h, int l)
{
          return h * l;
}
```

Constructor

A constructor initializes an object immediately upon creation. It has the same name as the classin which it resides and is syntactically similar to a method. Once defined, the constructor isautomatically called immediately after the object is created, before the new operator completes.

Constructor overloading

- Constructor overloading in Java is a technique of having more than one constructor with different parameter lists.
- They are arranged in a way that each constructor performs a different task.
- They are differentiated by the compiler by the number of parameters in the list and their types.

• Example-

Conclusion:

Student understood and implemented Java Program to demonstrate Method overloading and constructor overloading.