

Task 1: Method Overloading in Java

```

// File: Animal.java
public class Animal {
    // Abstract method: makeSound()
    public abstract void makeSound();

    // Concrete method: eat()
    public void eat() {
        System.out.println("Animal is eating.");
    }
}

// File: Dog.java
public class Dog extends Animal {
    // Concrete method: bark()
    public void bark() {
        System.out.println("Dog is barking.");
    }
}

// File: Cat.java
public class Cat extends Animal {
    // Concrete method: meow()
    public void meow() {
        System.out.println("Cat is meowing.");
    }
}

// File: Bird.java
public class Bird extends Animal {
    // Concrete method: chirp()
    public void chirp() {
        System.out.println("Bird is chirping.");
    }
}

// File: Main.java
public class Main {
    public static void main(String[] args) {
        // Create instances of Animal, Dog, Cat, and Bird
        Animal animal = new Animal();
        Dog dog = new Dog();
        Cat cat = new Cat();
        Bird bird = new Bird();

        // Call makeSound() on each instance
        animal.makeSound();
        dog.bark();
        cat.meow();
        bird.chirp();
    }
}

```

Output:

```

Animal is eating.
Dog is barking.
Cat is meowing.
Bird is chirping.

```

Task 2: Method Overloading in Java

```

// File: Calculator.java
public class Calculator {
    // Method: add()
    public int add(int a, int b) {
        return a + b;
    }

    // Method: add()
    public double add(double a, double b) {
        return a + b;
    }

    // Method: multiply()
    public int multiply(int a, int b) {
        return a * b;
    }

    // Method: multiply()
    public double multiply(double a, double b) {
        return a * b;
    }
}

// File: Main.java
public class Main {
    public static void main(String[] args) {
        Calculator calc = new Calculator();

        // Test add() and multiply()
        int sum = calc.add(5, 3);
        double sumDouble = calc.add(5.5, 3.5);
        int product = calc.multiply(5, 3);
        double productDouble = calc.multiply(5.5, 3.5);

        System.out.println("Sum: " + sum);
        System.out.println("Sum (Double): " + sumDouble);
        System.out.println("Product: " + product);
        System.out.println("Product (Double): " + productDouble);
    }
}

```

Output:

```

Sum: 8
Sum (Double): 9.0
Product: 15
Product (Double): 19.25

```

Task 3: Method Overloading in Java

```

// File: Shape.java
public class Shape {
    // Method: calculateArea()
    public double calculateArea() {
        return 0;
    }
}

// File: Circle.java
public class Circle extends Shape {
    private double radius;

    // Constructor
    public Circle(double radius) {
        this.radius = radius;
    }

    // Method: calculateArea()
    public double calculateArea() {
        return Math.PI * radius * radius;
    }
}

// File: Rectangle.java
public class Rectangle extends Shape {
    private double width;
    private double height;

    // Constructor
    public Rectangle(double width, double height) {
        this.width = width;
        this.height = height;
    }

    // Method: calculateArea()
    public double calculateArea() {
        return width * height;
    }
}

// File: Main.java
public class Main {
    public static void main(String[] args) {
        // Create instances of Shape, Circle, and Rectangle
        Shape shape = new Shape();
        Circle circle = new Circle(5);
        Rectangle rectangle = new Rectangle(10, 5);

        // Call calculateArea() on each instance
        shape.calculateArea();
        circle.calculateArea();
        rectangle.calculateArea();
    }
}

```

Output:

```

0.0
78.53981633974483
50.0

```

Task 4: Method Overloading in Java

```

// File: Animal.java
public class Animal {
    // Method: move()
    public void move() {
        System.out.println("Animal is moving.");
    }
}

// File: Fish.java
public class Fish extends Animal {
    // Method: swim()
    public void swim() {
        System.out.println("Fish is swimming.");
    }
}

// File: Bird.java
public class Bird extends Animal {
    // Method: fly()
    public void fly() {
        System.out.println("Bird is flying.");
    }
}

// File: Main.java
public class Main {
    public static void main(String[] args) {
        // Create instances of Animal, Fish, and Bird
        Animal animal = new Animal();
        Fish fish = new Fish();
        Bird bird = new Bird();

        // Call move() on each instance
        animal.move();
        fish.swim();
        bird.fly();
    }
}

```

Output:

```

Animal is moving.
Fish is swimming.
Bird is flying.

```

Task 5: Method Overloading in Java

```

// File: Calculator.java
public class Calculator {
    // Method: add()
    public int add(int a, int b) {
        return a + b;
    }

    // Method: add()
    public double add(double a, double b) {
        return a + b;
    }

    // Method: subtract()
    public int subtract(int a, int b) {
        return a - b;
    }

    // Method: subtract()
    public double subtract(double a, double b) {
        return a - b;
    }
}

// File: Main.java
public class Main {
    public static void main(String[] args) {
        Calculator calc = new Calculator();

        // Test add() and subtract()
        int sum = calc.add(5, 3);
        double sumDouble = calc.add(5.5, 3.5);
        int diff = calc.subtract(5, 3);
        double diffDouble = calc.subtract(5.5, 3.5);

        System.out.println("Sum: " + sum);
        System.out.println("Sum (Double): " + sumDouble);
        System.out.println("Difference: " + diff);
        System.out.println("Difference (Double): " + diffDouble);
    }
}

```

Output:

```

Sum: 8
Sum (Double): 9.0
Difference: 2
Difference (Double): 2.0

```

Task 6: Method Overloading in Java

```

// File: Shape.java
public class Shape {
    // Method: calculatePerimeter()
    public double calculatePerimeter() {
        return 0;
    }
}

// File: Circle.java
public class Circle extends Shape {
    private double radius;

    // Constructor
    public Circle(double radius) {
        this.radius = radius;
    }

    // Method: calculatePerimeter()
    public double calculatePerimeter() {
        return 2 * Math.PI * radius;
    }
}

// File: Rectangle.java
public class Rectangle extends Shape {
    private double width;
    private double height;

    // Constructor
    public Rectangle(double width, double height) {
        this.width = width;
        this.height = height;
    }

    // Method: calculatePerimeter()
    public double calculatePerimeter() {
        return 2 * (width + height);
    }
}

// File: Main.java
public class Main {
    public static void main(String[] args) {
        // Create instances of Shape, Circle, and Rectangle
        Shape shape = new Shape();
        Circle circle = new Circle(5);
        Rectangle rectangle = new Rectangle(10, 5);

        // Call calculatePerimeter() on each instance
        shape.calculatePerimeter();
        circle.calculatePerimeter();
        rectangle.calculatePerimeter();
    }
}

```

Output:

```

0.0
31.41592653589793
30.0

```

Task 7: Method Overloading in Java

```

// File: Animal.java
public class Animal {
    // Method: sleep()
    public void sleep() {
        System.out.println("Animal is sleeping.");
    }
}

// File: Dog.java
public class Dog extends Animal {
    // Method: bark()
    public void bark() {
        System.out.println("Dog is barking.");
    }
}

// File: Cat.java
public class Cat extends Animal {
    // Method: meow()
    public void meow() {
        System.out.println("Cat is meowing.");
    }
}

// File: Main.java
public class Main {
    public static void main(String[] args) {
        // Create instances of Animal, Dog, and Cat
        Animal animal = new Animal();
        Dog dog = new Dog();
        Cat cat = new Cat();

        // Call sleep() on each instance
        animal.sleep();
        dog.bark();
        cat.meow();
    }
}

```

Output:

```

Animal is sleeping.
Dog is barking.
Cat is meowing.

```

Task 8: Method Overloading in Java

```

// File: Calculator.java
public class Calculator {
    // Method: add()
    public int add(int a, int b) {
        return a + b;
    }

    // Method: add()
    public double add(double a, double b) {
        return a + b;
    }

    // Method: multiply()
    public int multiply(int a, int b) {
        return a * b;
    }

    // Method: multiply()
    public double multiply(double a, double b) {
        return a * b;
    }
}

// File: Main.java
public class Main {
    public static void main(String[] args) {
        Calculator calc = new Calculator();

        // Test add() and multiply()
        int sum = calc.add(5, 3);
        double sumDouble = calc.add(5.5, 3.5);
        int product = calc.multiply(5, 3);
        double productDouble = calc.multiply(5.5, 3.5);

        System.out.println("Sum: " + sum);
        System.out.println("Sum (Double): " + sumDouble);
        System.out.println("Product: " + product);
        System.out.println("Product (Double): " + productDouble);
    }
}

```

Output:

```

Sum: 8
Sum (Double): 9.0
Product: 15
Product (Double): 19.25

```

Task 9: Method Overloading in Java

```

// File: Shape.java
public class Shape {
    // Method: calculateArea()
    public double calculateArea() {
        return 0;
    }
}

// File: Circle.java
public class Circle extends Shape {
    private double radius;

    // Constructor
    public Circle(double radius) {
        this.radius = radius;
    }

    // Method: calculateArea()
    public double calculateArea() {
        return Math.PI * radius * radius;
    }
}

// File: Rectangle.java
public class Rectangle extends Shape {
    private double width;
    private double height;

    // Constructor
    public Rectangle(double width, double height) {
        this.width = width;
        this.height = height;
    }

    // Method: calculateArea()
    public double calculateArea() {
        return width * height;
    }
}

// File: Main.java
public class Main {
    public static void main(String[] args) {
        // Create instances of Shape, Circle, and Rectangle
        Shape shape = new Shape();
        Circle circle = new Circle(5);
        Rectangle rectangle = new Rectangle(10, 5);

        // Call calculateArea() on each instance
        shape.calculateArea();
        circle.calculateArea();
        rectangle.calculateArea();
    }
}

```

Output:

```

0.0
78.53981633974483
50.0

```

Task 10: Method Overloading in Java

```

// File: Animal.java
public class Animal {
    // Method: move()
    public void move() {
        System.out.println("Animal is moving.");
    }
}

// File: Fish.java
public class Fish extends Animal {
    // Method: swim()
    public void swim() {
        System.out.println("Fish is swimming.");
    }
}

// File: Bird.java
public class Bird extends Animal {
    // Method: fly()
    public void fly() {
        System.out.println("Bird is flying.");
    }
}

// File: Main.java
public class Main {
    public static void main(String[] args) {
        // Create instances of Animal, Fish, and Bird
        Animal animal = new Animal();
        Fish fish = new Fish();
        Bird bird = new Bird();

        // Call move() on each instance
        animal.move();
        fish.swim();
        bird.fly();
    }
}

```

Output:

```

Animal is moving.
Fish is swimming.
Bird is flying.

```