Experiment No-4

**Aim –** Write a program on constructor and method overloading.

**Resource Required –** Notepad, Printer, Printout, stationary.

**Theory –**

In Java a constructor is a block of codes similar to the method it is called when an instance of the class is created at the time of calling the constructor. Memory for the object is allocated in that memory it is a special type of method that is used to initialize object. everytime an object is created using the new () keyword as least one constructor is called.

**Rules for creating Java constructor -**

There are two rules defined for the constructor.

· Constructor name must be the same as its class name.

· A constructor must have no explict return type.

· A & Java constructor cannot be abstract static final and synchronized.

vii

- Method Overloading in Java

In Java method overloading allows different methods to have the same name, but different signatures where the signature can differ by the number of input parameters or type of input parameters or a miniature of both.

Method overloading in java is also known as compile-time polymorphism, static polymorphism or cury binding. In method overloading compared to the Parent arguement. The child arguement will get the highest priority.

- Conclusion → Thus we have implemented program and constructor and method overloading successfully.

13/8/24

2. Multi Dimensional Array.