

```
import java.util.*;
class money
{
    int rs,ps;
    money() //default
    {
        Scanner sc = new Scanner(System.in);
        System.out.println("enter rupees and
paise: ");
        rs=sc.nextInt();
        ps=sc.nextInt();
    }
    money(int a,int b)
    {
        rs=a;
        ps=b;
    }
    void display()
    {
        int a=rs*100+ps;
        System.out.println("Amount on paise:
```

```
" + a);
```

```
}
```

```
public static void main(String x[])
```

```
{
```

```
    money m1 = new money();
```

```
    money m2 = new money(5,70);
```

```
    m1.display();
```

```
    m2.display();
```

```
}
```

```
}
```

C:\Users\MR.

RGM\OneDrive\Desktop\OOP CODE>javac
Overloading.java

C:\Users\MR.

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Overloading.java

Enter the radius

2

Area of circle=12.56

Enter length and breadth:

12

13

```
import java.util.*;
class overloading
{
    double area(int x)
    {
        double a;
        a=3.14*x*x;
        return a;
    }
    int area (int l, int b)
    {
        int a;
        a=l*b;
        return a;
    }
}
```

```
class overloading1
{
    public static void main(String args[])
    {
```

```
overloading o=new overloading();
Scanner t = new Scanner(System.in);
System.out.println("Enter the radius");
int x=t.nextInt();
double a1=o.area(x);
System.out.println("Area of circle="+a1);
System.out.println("Enter length and
breadth: ");
int l=t.nextInt();
int b=t.nextInt();

int a2=o.area(l,b);
System.out.println();
System.out.println("Area of Rectangle=
"+a2);
}
}
```

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