# **OBJECT ORIENTED PROGRAMMING LAB**

#### **Experiment No.: 10**

### <u>Aim</u>

Area of different shapes using overloaded functions

#### **Procedure**

import java.util.Scanner;

**Name: Silvia Thomas** 

Roll No:38

Batch:RMCA B

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```
class areaShapes{
  void area(int a){
     System.out.println("area of square is "+a*a);
  }
  void area(int a, int b){
    System.out.println("area of rectangle "+a*b);
  void area(int length, int breadth, int height){
     System.out.println("Area of Cuboid
"+(2*(length*breadth)+2*(length*height)+2*(height*breadth)));
}
public class Area1 {
  public static void main(String[] args) {
     int a,b,c;
     Scanner s= new Scanner(System.in);
     areaShapes obj=new areaShapes();
     System.out.println("enter the side of square");
```

```
a= s.nextInt();
obj.area(a);
System.out.println("enter the length and breadth");
a=s.nextInt();
b=s.nextInt();
obj.area(a,b);
System.out.println("enter the length, breadth and height of a cuboid");
a=s.nextInt();
b=s.nextInt();
c=s.nextInt();
obj.area(a,b,c);
}
```

## **Output Screenshot**

```
C:\Users\Student\Documents\JAVA>javac Area1.java
C:\Users\Student\Documents\JAVA>java Area1
enter the side of square
2
area of square is 4
enter the length and breadth
2 3
area of rectangle 6
enter the length, breadth and height of a cuboid
2 3 4
Area of Cuboid 52
```