	Page
)	worlds a progoram to overdood the method to point that
	posinte sum of n natural numberry when one vaniable ig
	paged and printy the prime numbers in a given mange
	when a parameteria and pagged.
	class Overload &
	void print (int n) f
	9nt sum = 0;
	for (int=1; i <n; i++)="" td="" {<=""></n;>
	Sum = Sumti;
	3
	System. out. println (" sum of "+n+" natural numberg
	1/2 "+ sum);
	7
	Void pount (int m, int n) (
	System. out. porinten ("Posime numberse in the stange
	one "):
	for (int i=m; i <n; [<="" i+t)="" td=""></n;>
. 1	Init folg = 0;
	for (Pnt j=2; i<=n; i++)~
	if (i/; ==0) &
	fdag = 1;
	brient ;
	y
	1
	if (filag == 0)
	system. out. pointin (i);
	ggenem. our. polindarici);
	1
	1

A 9	
	Claps Overload Demo f
	public static void main (Storing[] ange) [
	Overdood 0 = new Overdood(2)
	0. porint (5):
	0. point (7, 13):
1	3
	3.
8	Output: Sum of 10 natural number is 55
	Porme number in the stange are
	.5
	7
	13
	19.
•)	Unite a lava program to create a chagg Bronocerry
	that has variables c-name and c-phone. coreate a
	method its accept 3 parameters to specify quantity
	of dol quantity of pulses an quantity of sugar. The
	method to return the total price Display the name,
	ph-no and total bill of 3 customena.
	pri-rio and tatal bill of scholary
	Cloge Our Batocowy Z
	Stating c-name;
	string (-ph;
	double doutal;
	Protocerty (string c-name, String C-ph) &
	this C-name:
	thing c-ph=c-ph;
	3

	rage
1	void cola (double q-dal, double q-pulses, double q-supor)
	1
	total = 9-dal * 100+9-pulger * 80 + sygot * 50);
	4
	void dispolayes
	1
	system. out. parintla ("Name "+" + " Phone number
	"+" "+" Total"):
	System. out. println (c-name+" "+c-ph+" "+total);
	System. out. pointin ();
	2
	4
	class Callemo &
	public. Static. Moid. moin (String[] avigs) &
	Protocesty 91 = new Bosocesty ("Rama" 8060302010"):
	Crancery 92 = new Conocery ("Shame", "7689 632510");
1	Croroceony 93 = new Croroceony ("Bhoma", "9632587412"):
	91. (ole (2,2,1);
	g1. display ();
	g2. (a) (3,5,2);
	gz dipplayes;
_	
	93. calc (1,1,0,5);
	g3. dippulay cs:
	3
	3.
	X