

3. Writing a program in Java to verify implementations of methods and ways of calling a method .

ALGORITHM

Step 1: Start

Step 2: Defining a function area with both multiple arguments and single arguments

Step 3: Read length and breadth of rectangle and call the function area. Goto step 2

Step 4: Read side of square and call the function area. Goto step 3

Step 5: Stop

SOURCE CODE

//implementation of methods

package assistedPracticeProject;

import java.util.Scanner;

public class Practice_Project3

{

 void area(int l,int b) // area function with two arguments

 {

 System.out.println("Area of Rectangle =" +(l*b)); //calculate area of rectangle

 }

 void area(int s) //area function with single argument

 {

 System.out.println("Area of Square =" +(s*s)); //calculate area of square

 }

 public static void main(String args[])

 {

 Scanner sc=new Scanner(System.in);

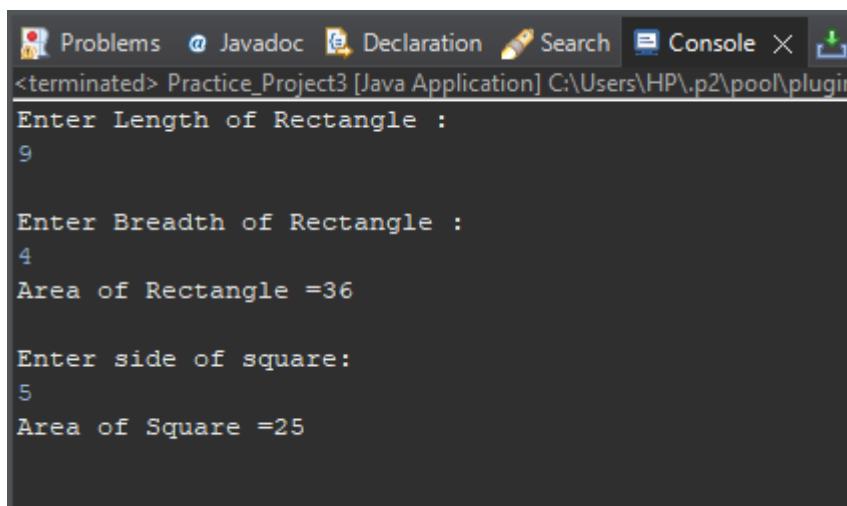
```
Practice_Project3 p1=new Practice_Project3(); //creating object for main class
int length,breadth;
System.out.println("Enter Length of Rectangle :");
length=sc.nextInt();
System.out.println("\nEnter Breadth of Rectangle :");
breadth=sc.nextInt();
p1.area(length,breadth); //calling function using object and passing
arguments

System.out.println("\nEnter side of square:");
int side=sc.nextInt();
p1.area(side);

}

}
```

OUTPUT



```
<terminated> Practice_Project3 [Java Application] C:\Users\HP\p2\pool\plugin
Enter Length of Rectangle :
9

Enter Breadth of Rectangle :
4
Area of Rectangle =36

Enter side of square:
5
Area of Square =25
```