Listen

Instructions

In this lab you will be writing a program based around the principle of **Static Polymorphism**. Create a new Java program that accomplishes the following:

- Create a **Main** class with a **main** function
- Create a **Calculator** class. Within your class should be the following:
    - An overloaded **add** method which is capable of accepting the following arguments:
        - Two **int** primitives
        - Three **int** primitives
        - A **String** representing a number and an **int** primitive
    - An overloaded **subtract** method which is capable of accepting the following arguments:
        - Two **int** primitives
        - A **String** representing a number and a **float** primitive
    - An overloaded **multiply** method which is capable of accepting the following arguments:
        - Two **int** primitives
        - An **int** primitive, a **String** representing a number, and a **float** primitive
- In your **main** function instantiate your **Calculator** class and call each of the methods in your **Calculator** class, passing in required argument values as needed
    - Print the results to the console

Take screenshots of your **Main & Calculator** classes, as well as of the output of running your program. Upload them to Lab #4.

With your submission to Brightspace, include a one to two paragraph write up explaining what method overloading is and what is happening with the compiler at compile time to support the principle of **Static Polymorphism**.