**Program 5: Method overloading and overriding**

Create a class with methods add and sub. Create a child cass with methods that overrides the methods of the superclass and perform addition and subtraction of numbers. Also create methods in child class with same names to show method overloading.

**CODE:**

package pratice;

class superclass{

int add(int x,int y) {

return 0;

}

int sub(int x,int y) {

return 1;

}}

class subclass extends superclass{

int add(int x,int y) { //method overriding

System.*out*.println("Method overriding:");

System.*out*.print("Addition of two integers: ");

return x+y;

}

int sub(int x,int y){ //method overriding

System.*out*.println("Method overriding:");

System.*out*.print("Subtraction of two integers: ");

return x-y;

}

int add(int x,int y,int z) { //method overloading

System.*out*.println("Method overloading:");

System.*out*.print("Addition of three integers: ");

return x+y+z;

}

double add(double x,double y) { //method overloading

System.*out*.println("Method overloading:");

System.*out*.print("Addition of two double numbers: ");

return x+y;

}

}

public class practical2 {

public static void main(String[] args) {

subclass obj=new subclass();

System.*out*.println(obj.add(5,6)+"\n");

System.*out*.println(obj.sub(10,6)+"\n");

System.*out*.println(obj.add(5,6,7)+"\n");

System.*out*.println(obj.add(5.6,6.2));

}

}

**OUTPUT:**

