METHOD OVERLOADING IN JAVA

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Introduction:

- If a <u>class</u> has multiple methods having same name but different in parameters, it is known as <u>Method Overloading</u>.
- If we have to perform only one operation, having same name of the methods increases the readability of the <u>program</u>.

Continued...

- Suppose you have to perform addition of the given numbers but there can be any number of arguments, if you write the method such as a(int,int) for two parameters, and b(int,int,int) for three parameters then it may be difficult for you as well as other programmers to understand the behavior of the method because its name differs.
- So, we perform method overloading to figure out the program quickly.

Advantage of method overloading:

Method overloading *increases the readability* of the program. There are two ways to overload the method in java.

- By changing number of arguments.
- By changing the data type of arguments.

Method Overloading: changing no. of arguments:

- In this example, we have created two methods, first add() method performs addition of two numbers and second add method performs addition of three numbers.
- In this example, we are creating <u>static</u> <u>methods</u> so that we don't need to create instance for calling methods.

```
class Adder
static int add(int a,int b)
 return a+b;
static int add(int a,int b,int c)
return a+b+c;}
```

```
class TestOverloading1
 public static void main(String[] args)
   System.out.println(Adder.add(11,11));
   System.out.println(Adder.add(11,11,11));
Output:
22
33
```

Method Overloading: changing data type of arguments

- In this example, we have created two methods that differs in <u>data type</u>.
- The first add method receives two integer arguments and second add method receives two double arguments.

```
class Adder
 static int add(int a, int b)
    return a+b;
 static double add(double a, double b)
   return a+b;
```

```
class TestOverloading2
    public static void main(String[] args)
       System.out.println(Adder.add(11,11));
       System.out.println(Adder.add(12.3,12.6));
Output:
22
24.9
```

Method Overloading is not possible by changing the return type of method only?

- In java, method overloading is not possible by changing the return type of the method only because of ambiguity.
- Let's see how ambiguity may occur:

```
class Adder
 static int add(int a,int b)
   return a+b;
 static double add(int a,int b)
   return a+b;
```

```
class TestOverloading3
 public static void main(String[] args)
 System.out.println(Adder.add(11,11));//
 ambiguity
Output:
Compile Time Error: method add(int,int) is already
  defined in class Adder
```

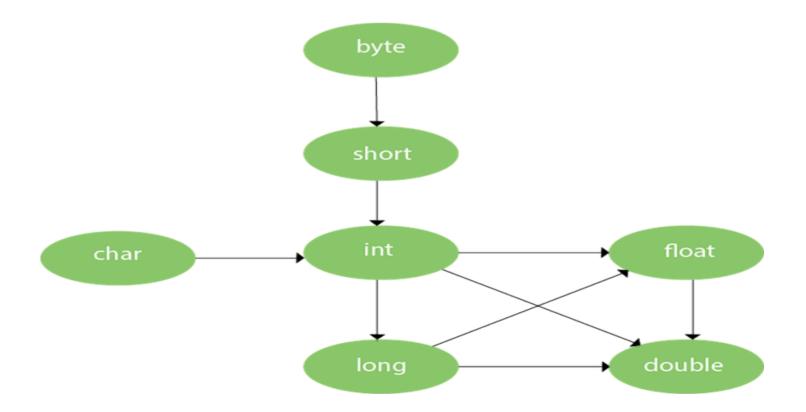
Can we overload java main() method?

- Yes, by method overloading. You can have any number of main methods in a class by method overloading.
- But JVM calls main() method which receives string array as arguments only. Let's see the simple example:

```
class TestOverloading4
public static void main(String[] args)
{System.out.println("main with String[]");}
public static void main(String args)
{System.out.println("main with String");}
public static void main()
{System.out.println("main without args");}
Output:
main with String[]
```

Method Overloading and Type Promotion:

One type is promoted to another implicitly if no matching datatype is found. Let's understand the concept by the figure given below:



Method Overloading and Type Promotion:

- As displayed in the above diagram, byte can be promoted to short, int, long, float or double.
- The short datatype can be promoted to int, long, float or double.
- The char datatype can be promoted to int,long, float or double and so on.

Example of Method Overloading with TypePromotion:

```
class OverloadingCalculation1
 void sum(int a,long b)
   System.out.println(a+b);
 void sum(int a,int b,int c)
   System.out.println(a+b+c);
```

Example of Method Overloading with TypePromotion:

```
public static void main(String args[])
 OverloadingCalculation1 obj=new OverloadingCalculation1();
obj.sum(20,20);//
  now second int literal will be promoted to long
obj.sum(20,20,20);
Output:
40
60
```



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