**/\* Program No. :**

**Aim : WAP to implement method overloading by calculating the area of different geometrical figures.**

**\*/**

class Area

{

double a,b,c;

double CalculateArea(float a)

{

return(3.14\*a\*a);

}

double CalculateArea(float a,float b)

{

return(a\*b);

}

double CalculateArea(float a,float b,float c)

{

float temp;

temp = (a+b+c)/2;

return(Math.sqrt(temp\*(temp-a)\*(temp-b)\*(temp-c)));

}

}

public class Program15

{

public static void main(String[] args)

{

int len = args.length;

Area var = new Area();

switch(len)

{

case 1: System.out.println("\nArea of the circle is : " + var.CalculateArea(Float.parseFloat(args[0])));

break;

case 2: System.out.println("\nArea of the rectangle is : " + var.CalculateArea(Float.parseFloat(args[0]),Float.parseFloat(args[1])));

break;

case 3: System.out.println("\nArea of the triangle is : " + var.CalculateArea(Float.parseFloat(args[0]),Float.parseFloat(args[1]),Float.parseFloat(args[2])));

break;

default: System.out.println("\nIncorrect number of dimensions.");

}

}

}

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**\*/**