overloading

case:1

```
int a = 15
int b = 20
```

→ 35

case2

```
int a = 10
int b = 20
int c = 30
```

→ 60

(1) Area of circle

(2) Area of rectangle

(3) Area of square

1. Arguments are not same
2. Different in Datatypes.
3. By changing the order

2 1

3

```
int add (int a) {
    Syso (a);
```

```
int add (int a, int b)
    Syso (a+b);
}
int add (int a, int b, int c)
{
    Syso(a+b+c);
}
```

static → keyword

① access modifie

If we are going to use the static then we are not creating the object.

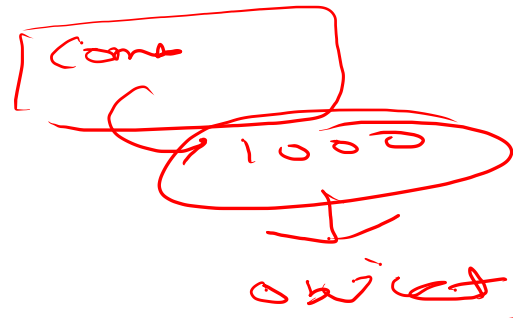
static is depend upon the object.

Class Emp {

int id;

String name;

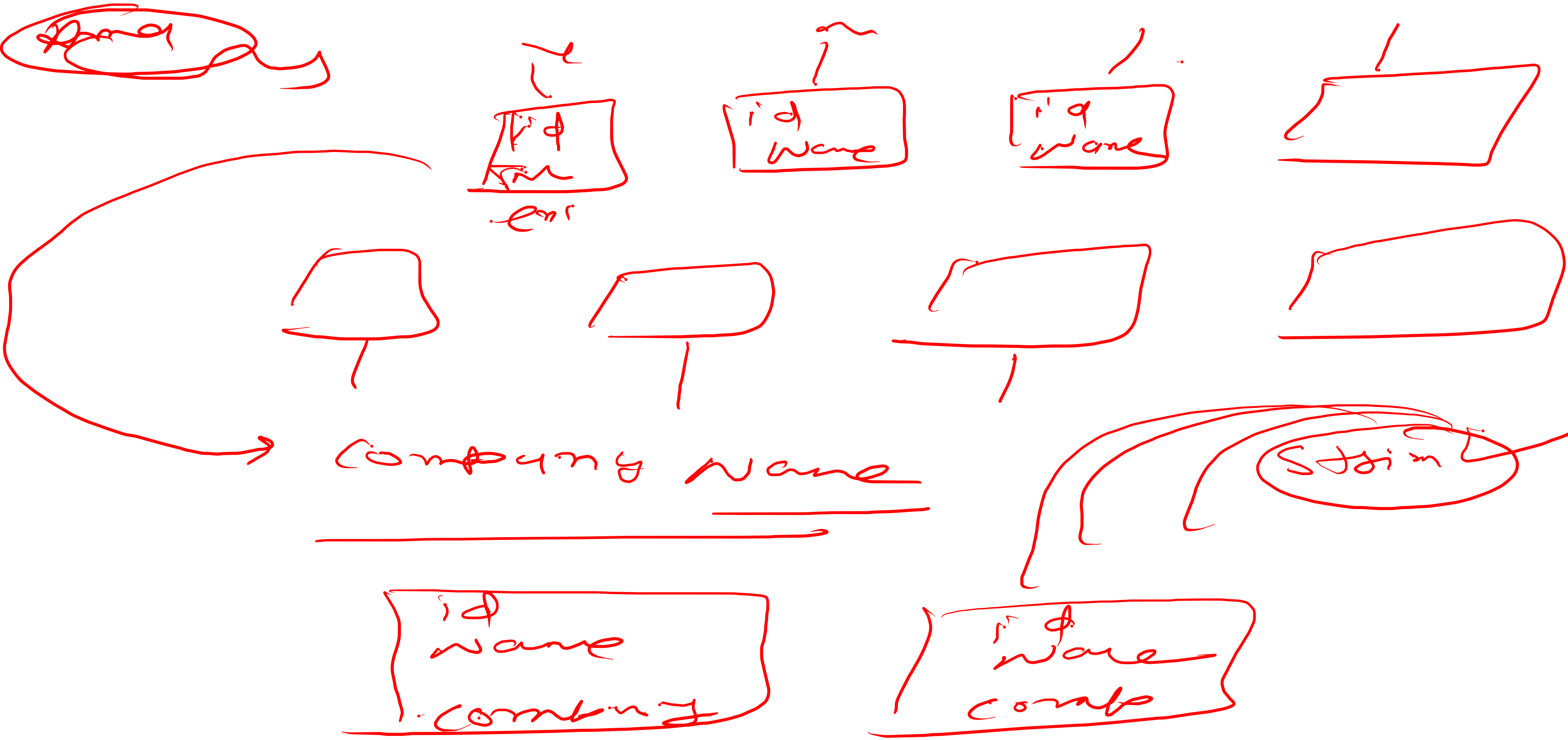
}

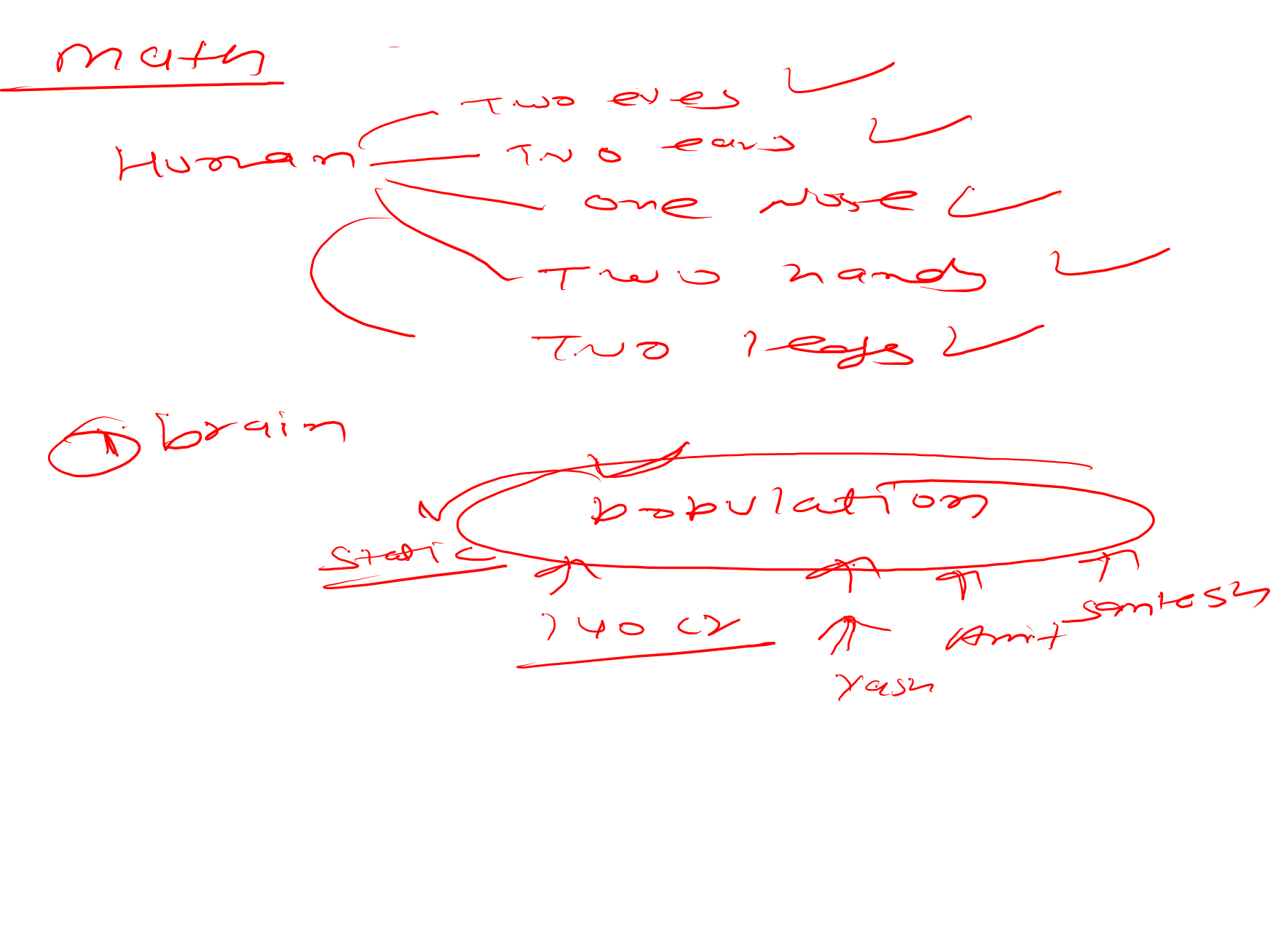


Emp e1 = new Emp();

e1.id = 101

e1.name = "Lavisha"


id
name
id
name
id
name
Company Name
String
id
name
company
id
name
comp


Math
Human
Two eyes
Two ears
one nose
Two hands
Two legs
brain
population
Static
140 cr
Yash
Amit
Santosh

static is not depend on the object.

```
int a = 10;
a = 20;
a = 30;
SYSO(a);
```

a

30