public class Adder {

// instance variable

private String name;

private int counter;

private int increment;

// ---- constructors ----

public Adder(String name) {

this.name = name;

counter = 0; // default value

increment = 0; // default value

}

public Adder(String name, int counter) {

this.name = name;

this.counter = counter;

increment = 0; // default value

}

public Adder(String name, int counter, int increment) {

this.name = name;

this.counter = counter;

this.increment = increment;

}

public Adder(String name, int increment, int counter) {

this.name = name;

this.counter = counter;

this.increment = increment;

}

public Adder(int counter, int increment, String name) {

this.name = name;

this.counter = counter;

this.increment = increment;

}

// ---- methods ----

public void incrementCounter() {

counter++;

}

public void incrementCounter(int amt) {

counter += amt;

}

public void incrementCounter(double amt) {

counter += (int) amt;

}

public int add(int num1, int num2) {

return num1 + num2;

}

public int add(int num2, int num1) {

return num1 + num2;

}

public int add(double num1, int num2) {

int casted = (int) (num1 + num2);

return casted;

}

public int add(int num1, double num2) {

int casted = (int) (num1 + num2);

return casted;

}

public int add(double num1, double num2) {

int casted = (int) (num1 + num2);

return casted;

}

public double add(double num1, double num2) {

return num1 + num2;

}

public double add(int num1, int num2, double num3) {

return num1 + num2 + num3;

}

public double add(int x, int y, double z) {

return x + y + z;

}

public double addMore(int num1, int num2, double num3) {

return num1 + num2 + num3;

}

}