using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Session\_005\_Task\_0001

{

public class Overloading

{

public int Sum()

{

return (10 + 20);

}

public int Sum(int num1, int num2)

{

return (num1 + num2);

}

public int Sum(int num1, int num2,int num3)

{

return (num1 + num2 + num3);

}

}

}

// Overloading

Console.WriteLine("<<<<<<<< Overloading >>>>>>>>>");

Overloading overlapped = new Overloading();

// #1

Console.WriteLine("\n<<<<<<<< (1) Sum 2 numbers (10 and 20) >>>>>>>>>");

Console.WriteLine($"Sum : {overlapped.Sum()}");

// #2

Console.WriteLine("\n<<<<<<<< (2) Sum 2 numbers from the user >>>>>>>>>");

Console.WriteLine("Please enter number 1");

int n1 = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("Please enter number 2");

int n2 = Convert.ToInt32(Console.ReadLine());

Console.WriteLine($"{n1} + {n2} = {overlapped.Sum(n1, n2)}");

// #3

Console.WriteLine("\n<<<<<<<< (3) Sum 3 numbers from the user >>>>>>>>>");

Console.WriteLine("Please enter number 1");

int num1 = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("Please enter number 2");

int num2 = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("Please enter number 3");

int num3 = Convert.ToInt32(Console.ReadLine());

Console.WriteLine($"{num1} + {num2} + {num3} = {overlapped.Sum(num1, num2,num3)}");