//3.3) Write a Java program to implement method overloading

import java.io.\*;

class Operation

{

int a,b;

double triangle,rectangle,circle;

int square;

void Area(int s)//square

{

square=(s\*s);

}

void Area(int a,int b)//triangle

{

triangle=(0.5\*a\*b);

}

void Area(double l,double br)//rectangle

{

rectangle=l\*br;

}

void Area(double r)//circle

{

circle=(3.14\*r\*r);

}

void display()

{

System.out.println("Area of square="+square);

System.out.println("Area of triangle="+triangle);

System.out.println("Area of rectangle="+rectangle);

System.out.println("Area of circle="+circle);

}

}

class Areas1

{

public static void main(String args[])

{

Operation o=new Operation();

o.Area(45);

o.Area(50,25);

o.Area(10.0,20.00);

o.Area(15.0000);

o.display();

}

}

Ouput:

