# LECTURE 10A

#### Overloading

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## Constructor overloading

- Example: Write a java program for the following:
- Class circle with three variables to hold fractional values for: x,y coordinates of the center and radius r.
- The user may or may not give the values for these.
- If only radius is specified, take origin as the center.
- If nothing is specified, make it a unit circle centered at the origin.
- Further, the class should be capable of computing and returning the values of the circumference and the area

## Java Copy ....

- In Java, there is no operator to create a copy of an object.
- Assignment operator will create a copy of reference variable and not of an object

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#### Methods of Copying in Java

- By using constructor
- By assigning the values of one object to another
- By clone() method of Object class

#### Copying values by using constructor



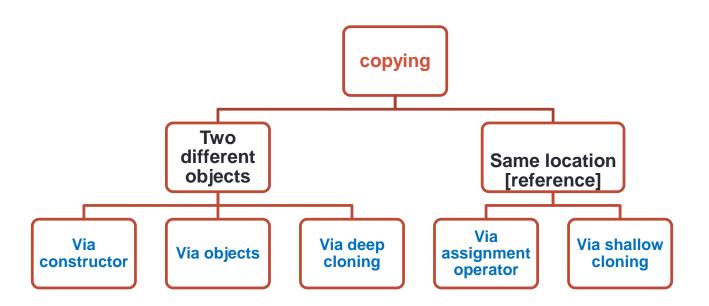
# Copying by assigning values of one object to another

 The values of one object can be copied into another object by assigning the object's values to another object.

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### Copying by clone method of object class

#### Summary of copying methods in Java



# Difference between constructor and method in Java

| Constructor   | Method   |
|---|--|
| Used to initialise the state of an object   | Used to expose behavior of an object           |
| Must not have a return type   | Must have return type                          |
| Is invoked implicitly   | Is invoked explicitly                          |
| The Java compiler provides a default constructor if you do not have any constructor | Method is not provided by compiler in any case |
| Name must be same as class name   | Name may or may not be same as class name      |