

Philip Pesic

Week 16

May 7 2023

Week 16 Prog 3

Max method

```
package Prog3;

class prog3 {
    public static double max(double x, int y) {
        return x;
    }

    public static double max(int x, double y) {
        return y;
    }

    public static void main(String[] args) {
        System.out.println(max(5.0, 1));
        System.out.println(max(5, 1.0));

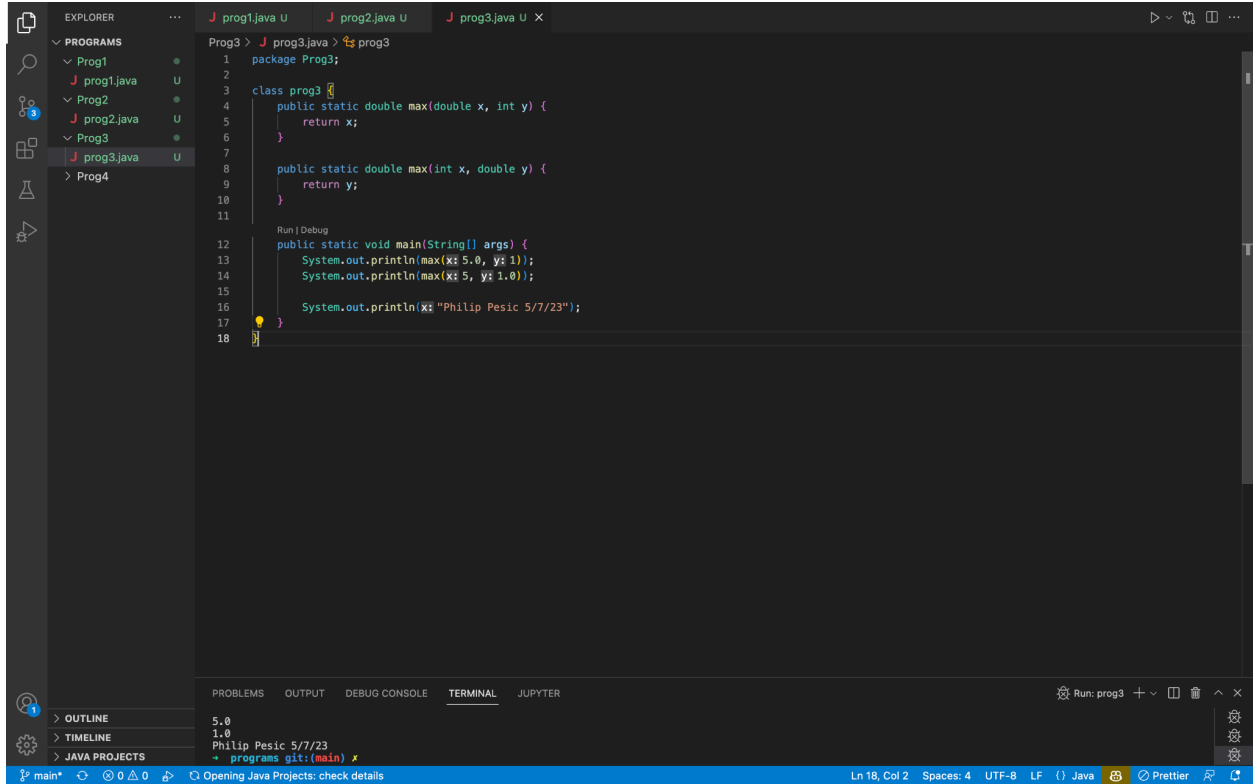
        System.out.println("Philip Pesic 5/7/23");
    }
}
```

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The screenshot shows an IDE with a project named 'Prog3'. The Explorer panel on the left lists 'Prog1', 'Prog2', 'Prog3', and 'Prog4'. The main editor displays the source code for 'prog3.java' with the following content:

```
1 package Prog3;
2
3 class prog3 {
4     public static double max(double x, int y) {
5         return x;
6     }
7
8     public static double max(int x, double y) {
9         return y;
10    }
11
12    Run | Debug
13    public static void main(String[] args) {
14        System.out.println(max(x: 5.0, y: 1));
15        System.out.println(max(x: 5, y: 1.0));
16
17        System.out.println(x: "Philip Pesic 5/7/23");
18    }
```

The bottom status bar indicates the current position is 'Ln 18, Col 2' and the file encoding is 'UTF-8'.

I practiced method overloading with different parameter positions