



# Object-Oriented Programming (CS F213)

## Module I: Object-Oriented and Java Basics

### CS F213 RL 5.3: Method Overloading

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# CS F213 RL 5.3 : Topics



- Method Overloading [Supports Adhoc Polymorphism in Java]

# What is Method Overloading?



- Two or More Methods are said to be overloaded if and only if the following two conditions are satisfied
  1. All the Methods have same name [Condition 1] and
  2. All the Methods have different signatures [Condition 2]
- Signature of a Method Constitutes (i) Method Name and (ii) Types and Order of its arguments
- Return type of a method does not form the part of method signatures
- Overloaded Methods may have same or different return types
- Call to an Overloaded Method is decided at Compile-Time and not at runtime.

# Method Signature : Examples



Method(s)	Signatures
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<pre>float doS1 () { }</pre>	<pre>doS1()</pre>

# Method Signature : Examples

Method(s)	Signatures
int doS (int a, float b, char c) { }	doS(int, float, char)
float doS1 () { }	doS1()
void xyz(String x, double y) { }	xyz(String , double )

# Method Signature : Examples

Method(s)	Signatures
int doS (int a, float b, char c) { }	doS(int, float, char)
float doS1 () { }	doS1()
void xyz(String x, double y) { }	xyz(String , double )
float xyz (double y, String x) { }	xyz(double , String )



# How Signatures of Two Overloaded Methods Can Be Different?



- Method 1 : Change the number of arguments to Overloaded Methods
  1. `int sum (int x, int y) { ... }` → Two Arguments, Signature → `sum(int, int)`  
`int sum (int a, int b, int c) { ... }` → Three Arguments, Signature → `sum(int, int, int)`
  2. `void doS(int x) { ... }` → One Argument, Signature → `doS(int)`  
`int doS (int a, char c) { ... }` → Two Arguments, Signature → `doS(int, char)`
- Method 2 : Change or shuffle the type of any argument if number of arguments to Overloaded Methods are same
  1. `int sum (int x, int y) { ... }` → Two Arguments, Signature → `sum(int, int)`  
`int sum (float a, float b { ... }` → Two Arguments, Signature → `sum(float, float)`
  2. `void doS(int x, float y) { ... }` → Two Arguments, Signature → `doS(int, float)`  
`int doS (float a, int b) { ... }` → Two Arguments, Signature → `doS(float, int)`

# Overloaded Methods : Example 1



```
// File Name: Overloading.java
class Box
{
    private    double    length;
    private double    width;
    private    double    height;

    // Constructor Method
    Box(double length, double width, double height)
    {
        this.length = length;
        this.width  = width;
        this.height = height;
    } // End of Constructor Method

    // Accessor Method for length
    public    double getLength()
    {
        return this.length;
    } // End of Method

    // Accessor Method for width
    public    double getWidth()
    {
        return this.width;
    } // End of Method
```

# Overloaded Methods : Example 1 .....



```
// Accessor Method for height
public      double getHeight()
{
    return this.height;
} // End of Method
```

```
// Method to compute area
public      double      area()
{
    return 2*(length * width + width*height + height * length);
} // End of Method
```

## // OVERLOADED METHODS TO COMPARE TWO BOXES

// Object Method isEqual --> Overloaded 1

```
public      boolean      isEqual(Box other)
{
    /* This Method Compares 'this' box with 'other'. this' box is equal to other if they have same area otherwise they are unequal */
    if(this.area() == other.area()) return true;
    else return false;
} // End of Method
```

// class Method isEqual --> Overloaded 2

```
public static boolean      isEqual(Box first, Box second)
{
    /* This Method Compares 'first' box with 'second'. 'first' box is equal to 'second' box if they have same area otherwise they are unequal */
    if(first.area() == second.area()) return true;
    else return false;
} // End of Method
```

```
// End of class Box
```

# Overloaded Methods : Example 1.....



```
// Driver class
class Test
{
    public static void main(String args[])
    {
        Box b1 = new Box(10,6,8);
        Box b2 = new Box(20,4,8);
        Box b3 = new Box(10,6,8);

        // How to check b1 and b2 for equality

        // Method-1 --> Call Object Method by any object references b1 or b2
        System.out.println(b1.isEqual(b2));

        // Method-2 --> Call class Method by passing both object references b1 and b2 as parameters
        System.out.println(Box.isEqual(b1,b2));

        System.out.println(b1.isEqual(b3));

        System.out.println(b1.isEqual(b2,b3));

    } // End of Method
} // End of class Test
```

**<<Output>>**

**F:\>javac Overloading.java**

**F:\>java Test**

**false**

**false**

**true**

**false**

# Overloaded Methods :

## Example 2



```
class Test
{
    // Overloaded Method-1
    public static int sum(int a, int b)
    {
        return a + b;
    } // End of Method
    // Overloaded Method-2
    public static float sum(float a, float b)
    {
        return a + b;
    } // End of Method
    // Overloaded Method-3
    public static double sum(double a, double b)
    {
        return a + b;
    } // End of Method
    // Overloaded Method-4
    public static long sum(long a, long b)
    {
        return a + b;
    } // End of Method

    public static void main(String args[])
    {
        System.out.println(sum(10.5, 10.6));
        System.out.println(sum(10.5f, 10.6f));
        System.out.println(sum(10, 10));
        System.out.println(sum(10L, 10L));
    } // End of Method
} // End of class Test
```

<<Output>>

F:\>java Test

21.1

21.1

20

20

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***Thank You***