

## **OBJECT ORIENTED PROGRAMMING LAB**

### **Experiment No.: 10**

#### **Aim**

Area of different shapes using overloaded functions .

#### **Procedure**

```
import java.util.Scanner;
```

```
class areaShapes{
```

```
    void area(int a){
```

```
        System.out.println("area of square is "+a*a);
```

```
    }
```

```
    void area(int a, int b){
```

```
        System.out.println("area of rectangle "+a*b);
```

```
    }
```

```
    void area(int length, int breadth, int height){
```

```
        System.out.println("Area of Cuboid
```

```
        "+(2*(length*breadth)+2*(length*height)+2*(height*breadth)));
```

```
    }
```

```
}
```

```
public class Area {
```

```
    public static void main(String[] args) {
```

```
        int a,b,c;
```

```
        Scanner s= new Scanner(System.in);
```

```
        areaShapes obj=new areaShapes();
```

```
        System.out.println("enter the side of square");
```

```
        a= s.nextInt();
```

```
        obj.area(a);
```

```
        System.out.println("enter the length and breadth");
```

```
        a=s.nextInt();
```

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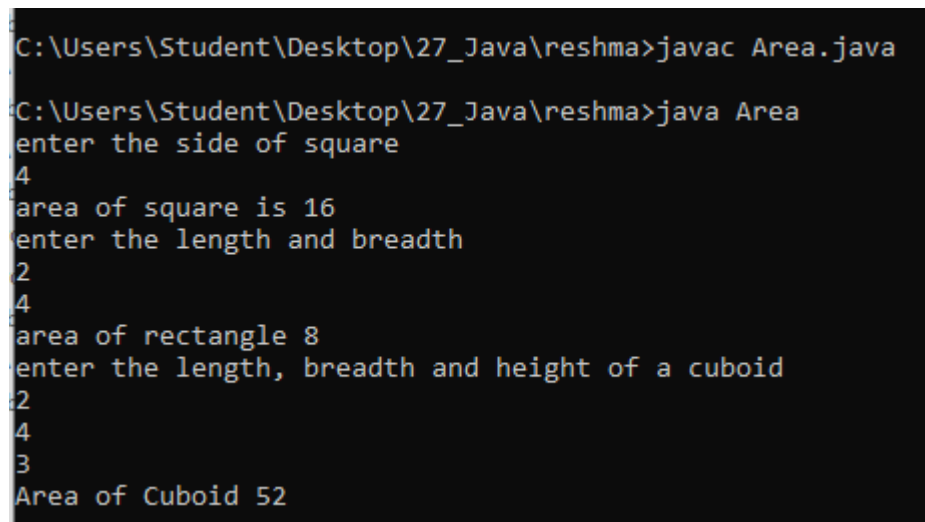
**Roll No:27**

**Batch: MCA B**

**Date:17/05/2022**

```
b=s.nextInt();  
obj.area(a,b);  
System.out.println("enter the length, breadth and height of a cuboid");  
a=s.nextInt();  
b=s.nextInt();  
c=s.nextInt();  
obj.area(a,b,c);  
}  
}
```

### Output Screenshot



```
C:\Users\Student\Desktop\27_Java\reshma>javac Area.java  
C:\Users\Student\Desktop\27_Java\reshma>java Area  
enter the side of square  
4  
area of square is 16  
enter the length and breadth  
2  
4  
area of rectangle 8  
enter the length, breadth and height of a cuboid  
2  
4  
3  
Area of Cuboid 52
```