Object Oriented Programming Lab
Assignment-04

Methods

1. Make a **simple calculator** using four methods (**addition**, **subtraction**, **multiplication** and **division**). Each Method will **receive the arguments** and will **return the result**. **[No-Static Method]**

2. Find the **area** of a **Circle.** Write a method which will **receive** the **radius as argument** and then will **return the area. [non-static method]**

3. Write a method named **maxValue()** which will find out the **maximum** value from **two integer** numbers. [**Static method** with **argument** and **return value**]

4. Write a method named **maxValue()** which will find out the **maximum** element from an Array. [**Static method** with **argument** and **return value**]

5. Write a static method named **lastDigit** that returns the last digit of an integer. For example, lastDigit(3852) should return 2.

Method overloading

1. Find out the **maximum** value between **two integer numbers**, **three integer numbers** and **two double numbers**.

2.

Create a class to print an integer and a character with two methods having the same name but different sequence of the integer and the character parameters. For example, if the parameters of the first method are of the form (int n, char c), then that of the second method will be of the form (char c, int n).