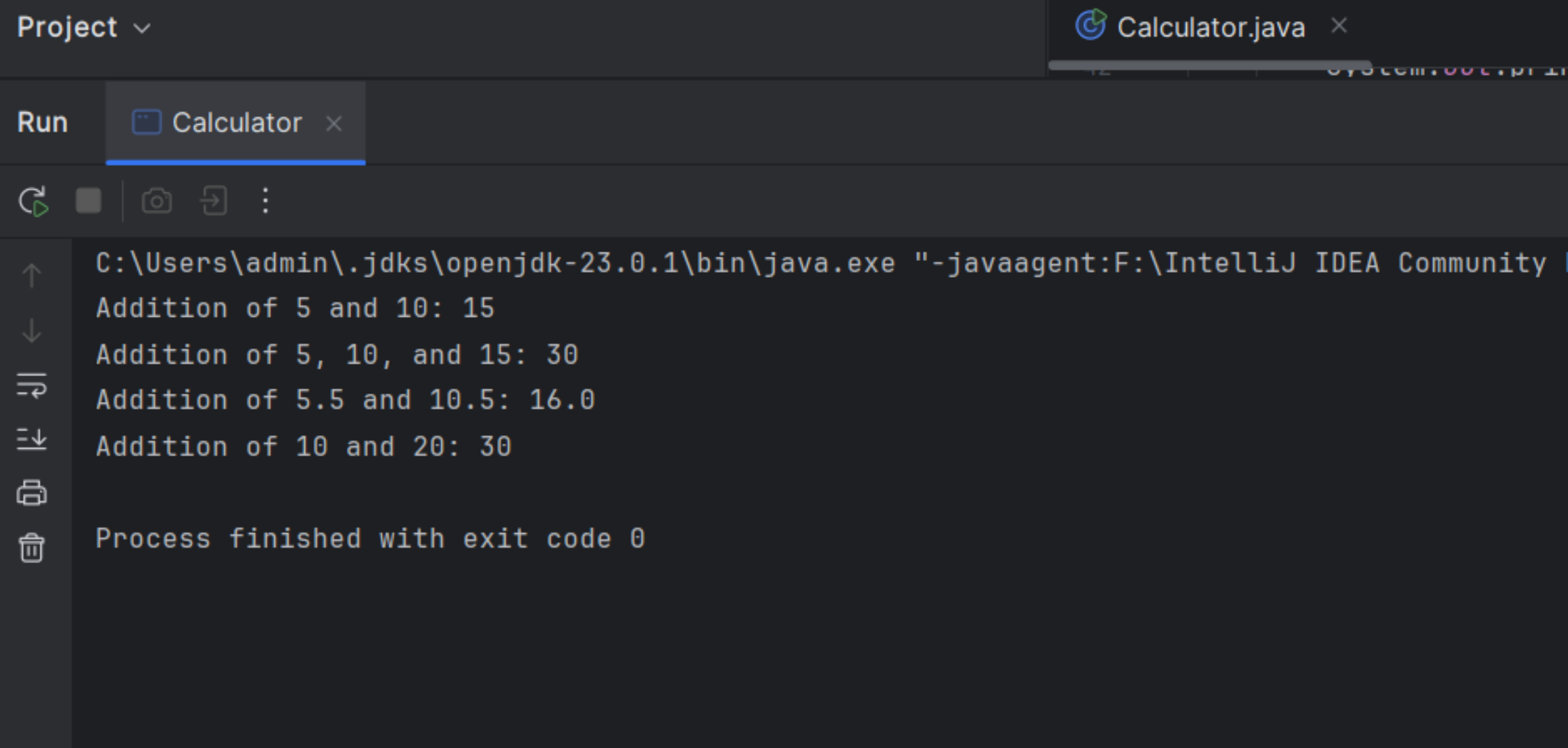
```java
// Calculator.java
class Calculator {
    // Instance variables
    int number1;
    int number2;

    // Constructor to initialize the values
    public Calculator(int number1, int number2) {
        this.number1 = number1; // Use of 'this' to refer to instance variables
        this.number2 = number2;
    }

    // Method to add two integers (method overloading)
    public int add(int a, int b) {
        return a + b;
    }

    // Overloaded method to add three integers
    public int add(int a, int b, int c) {
        return a + b + c;
    }

    // Overloaded method to add two doubles
    public double add(double a, double b) {
        return a + b;
    }

    // Method to display the result of addition
    public void displayAddition() {
        System.out.println("Addition of " + number1 + " and " + number2 + ": " +
                add(number1, number2));
    }

    public static void main(String[] args) {
// Creating an object of Calculator class
        Calculator calculator = new Calculator(10, 20);
// Calling the method with two integer arguments
        System.out.println("Addition of 5 and 10: " + calculator.add(5, 10));
// Calling the overloaded method with three integer arguments
        System.out.println("Addition of 5, 10, and 15: " + calculator.add(5, 10, 15));
// Calling the overloaded method with two double arguments
        System.out.println("Addition of 5.5 and 10.5: " + calculator.add(5.5, 10.5));
// Displaying the result of addition of two instance variables
        calculator.displayAddition();
    }
}
```


Project
Calculator.java
Run
Calculator
C:\Users\admin\.jdks\openjdk-23.0.1\bin\java.exe "-javaagent:F:\IntelliJ IDEA Community
Addition of 5 and 10: 15
Addition of 5, 10, and 15: 30
Addition of 5.5 and 10.5: 16.0
Addition of 10 and 20: 30
Process finished with exit code 0