# PROGRAMS BASED ON METHOD OVEROADING

1. Write a Java program that displays area of different Figures (Rectangle, Square, Triangle) using the method overloading.

2. In a school, students of all classes from std I to X appear for the MathPremierLeague examination. Define a class MPL which stores the details of the marks scored by each class. It should contain the following 4 data members: Standard, number of students, marks[] array to store the scores of all the students of the class in MPL exam. Define a parameterized constructor which receives the values for the first two data members from the main() method. Create a Form within the constructor, read the marks of all students and hence find the first mark. Define a method findBestClass() to display the standard which has secured the highest mark. Overload this method to display the standard with the highest class average. The marks array should be declared dynamically based on the strength of the class.

3. Read the following details of 'n' students using Scanner class methods and display the same.
- Registration number ( String)
- Name (String that may contain first name, middle name and last name)
- CGPA (Floating point number)
- Programme Name(String)
- School Name (String with multiple words)
- Proctor Name (String that may contain first, middle and last names)