Nesne yapılarında Constructor ve Overloading

new, this, constructor ve overloading

Aşağıdaki örnek new, this, constructor ve overloading işlemleri hakkında bilgi vermektedir.

```java
import java.awt.*;
import java.applet.Applet;


class daireCiz{
    int Cap, xKoor, yKoor;
    Graphics Ekranimiz;

    //constructor-overloading
    public daireCiz(int Capi, int xKoordinat, int yKoordinat){
        this.Cap=Capi;
        this.xKoor=xKoordinat;
        this.yKoor=yKoordinat;
    }
    //constructor-overloading
    public daireCiz(Graphics Ekran, int Capi, int xKoordinat, int yKoordinat){
        this.Cap=Capi;
        this.xKoor=xKoordinat;
        this.yKoor=yKoordinat;
        this.Ekranimiz=Ekran;
        this.Ciz();
    }

    //overloading
    public void Ciz(Graphics Ekran){
        this.Ekranimiz=Ekran;
    }

    //overloading - Ekrana Daire Cizen Metot
    public void Ciz(){
        this.Ekranimiz.setColor(new Color(255, 100, 100));
        this.Ekranimiz.drawOval(xKoor, yKoor, Cap, Cap);
        this.Ekranimiz.fillOval(xKoor, yKoor, Cap, Cap);
    }
}

public class daire extends Applet {

    public void init(){

    }

    public void paint(Graphics Monitor){

        for(int i=; i<10; i++){

            //Nesne olusturuluyor
            daireCiz Daireci=new daireCiz(i*10, i*5*50, i*2*30);
            Daireci.Ciz(Monitor);
            Daireci.Ciz();

            //Nesne olusturuluyor
            new daireCiz(Monitor, i*10, i*50, i*30);

        }
    }
}
```

Uygulamanın ekran çıktısı: