Lab Class-04

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Section: 61_V

method_void.java

```
//Call static and non-static method.
public class method void {
  //Static method.
  static void s method()
    System.out.println("Static method");
  //Non-static method.
  public void method()
   System.out.println("Non-static method");
  //Main method
  public static void main(String[] args)
    s method();
    method void obj = new method void();
    obj.method();
```

method_return_value.java

```
//Call method and return value.
public class method return value {
  //Static method.
  static int s method()
      System.out.println("Static method");
      return 5;
  //Non-static method.
  public int method()
System.out.println("Non-static method");
      return 10;
  //Main method
  public static void main(String[] args)
 method return value obj = new method return value();
      System.out.println(s method());
      System.out.println(obj.method());
  }
```

Box.java

```
//Method overloading.
public class Box {
   int height, weight, length;
   static void area(int h,int w) {
        int a=h*w;
        System.out.println("area = "+a);
   static void area(int h, int w, int l) {
       int a=h*w*l;
       System.out.println("volume = "+a);
    void display(int h,int w,int l) {
        System.out.println("Height = "+h);
        System.out.println("Weight = "+w);
        System.out.println("Length = "+1);
    public static void main(String[] args)
       Box obj = new Box();
       obj.height=10;
       obj.weight=8;
       obj.length=15;
       area(obj.height, obj.weight);
       area(obj.height, obj.weight,obj.length);
       obj.display(obj.height, obj.weight,
             obj.length);
```