Topic ⇒ User Defined Methods

(Method Overloading)

Lecture ⇒ 08

HW 8

Design a class with an overloading function
area () : to find area of a square rectangle and circle.
Also write main method to call the above overloading function as per users choice.

Ans=>

```
import java.util.Scanner;
class Area
{

void area (int a)
{
int area = a*a;
System.out.println(area);
}

void area (int l, int b)
{
int area = l*b;
System.out.println(area);
}

void area (double r)
{
double area = 22/7.0*r*r;
System.out.println(area);
}
```

```
public static void main (String args[])
{
Area ob = new Area();
Scanner obj = new Scanner(System.in);
System.out.println("Enter 1 for square");
System.out.println("Enter 2 for rectangle");
System.out.println("Enter 3 for circle");
int n = obj.nextInt();
switch(n)
{
case 1:
        ob.area(24);
break;
case 2:
        ob.area (6,7);
break;
case 3:
        ob.area(7.1);
}
}
}
```

Q3

WAP with an overloading function compute as follows:
void compute (int a, int b, char ch) : find and print product of a and b if ch is 'P' or 'p'. Otherwise print their sum.
void compute (char c1, char c2) : Print ASCII code of each character. Also print the character with highest ASCII code.
Also write the main method to create object and call the above functions.

Ans =>

```
class Computer
{
void compute (int a, int b, char ch)
{
if(ch=='P' || ch == 'p')
{
int product = a*b;
System.out.println(product);
}
else
{
int sum = a+b;
System.out.println(sum);
}
}

void compute (char c1, char c2)
{
int a1 = c1;
int a2 = c2;
System.out.println(a1);
System.out.println(a2);
if(a1>a2)
System.out.println(c1);
else
System.out.println(c2);
}
```

```
public static void main (String args[])
{
Computer ob = new Computer ();
ob.compute(2,4,'P');
ob.compute('C','D');
}
}
```

Output : 8
67
68
D

No Homework

Thank You