CMSC 131
Object-Oriented Programming I

Overloading

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This material is based on material provided by Ben Bederson, Bonnie Dorr, Fawzi Emad, David Mount, Jan Plane
Method Overloading

- **Overloading:**
  - Java allows methods to have the **same name**, even within the same class.
  - Where have we seen overloading before? Constructors!
  - For example, given a Date class we can add the following methods to change the current date. (implementations have been omitted)
    ```java
    public void setDate( int m, int d, int y ) { ... }  // month given as integer
    public void setDate( String m, int d, int y ) { ... }  // month given as string
    public void setDate( int m, int y ) { ... }          // day defaults to 1
    ```

- **Sample calls:**
  ```java
  Date dueDate = new Date( 10, 5, 2004 );  // set initial due date
  dueDate.setDate( 10, 7, 2004 );           // delay the due date
  dueDate.setDate( "Nov", 12, 2004 );       // delay it further
  dueDate.setDate( 1, 2005 );              // delay until next year
  ```

- **Question:** How does Java know which one to call?
- **Answer:** It looks at the number and of types of arguments
Method Overloading and Signatures

- **Overloading**: using the **same identifier name** for different methods. Usually these methods perform very similar functions, but we want to provide different ways of accessing it (for convenience of the class user). Java determines which one to call based on the method’s **signature**.

- **Signature**: of a method consists of the name of the method and the types of the parameters.

**Example:**

```java
public float doSomething( int x, double z, double w, String s )
```

**Corresponding Signature:**

```java
doSomething( int, double, double, String )
```

**Prototype**: of a method is the signature of the method with a return type and any additional modifiers.
Method Overloading and Signatures (continued)

- Note that the return type of a method is not part of the signature. You cannot overload two methods with the same parameter types but different return types.

- Example: Two methods convert temperature in Fahrenheit to Celsius. One rounds to the nearest integer, the other doesn’t.

```java
public int toCelsius(double t) { ... }
public double toCelsius(double t) { ... }
```

```java
System.out.println(toCelsius(98.6));
```

- Which method should be called? Unfortunately, Java cannot read your mind. (Solution: Use different names.)
Automatic Casting: We have seen that, in assignment statements, Java automatically promotes numeric types to the higher type:

```java
int total = ... ;
double average = total;
```

Promotion of Parameters: In the same way, Java automatically promotes each argument to match the type of its formal parameter. `Math.sqrt()` expects an argument of type `double`.

```java
int area = 1024;
double s = Math.sqrt( area );
```
Because of type promotion, there are times when Java cannot figure out which method to call.

```java
public void fooBar( int x, double y ) { ... }
public void fooBar( double u, int v ) { ... }
```

...  
```java
fooBar( 10, 23.0 ); // okay, use the first  
fooBar( 10.0, 23 ); // okay, use the second  
fooBar( 10, 23 );   // ???
```

- Do we promote 23 to 23.0 and call the first, or promote the 10 to 10.0 and call the second?
- Java issues a **compile-time error**, since it cannot resolve the ambiguity
- How can we solve the problem?