



## vaishaa

```
namespace myfirstproject
{
    internal class overloading
    {
        static void area(int a, int b)
        {
            Console.WriteLine("area of triangle is=" + ((a
* b) / 2));
        }
        static void area(int a)
        {
            Console.WriteLine("area of square is=" + (a *
a));
        }
        static void area(int a, double b)
        {
            Console.WriteLine("area of rectangle is=" +
(a * b));
        }
        static void Main(string[] args)
        {
            overloading.area(8, 5);
            overloading.area(5);
            overloading.area(6, 8.7);
            Console.ReadKey();
        }
    }
}
```

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