

Sobrecarga de funciones

Concepto

- La sobrecarga de funciones permite que funciones diferentes compartan el mismo nombre, a condición de que tengan diferentes tipos y/o número de parámetros

```
float average(const int a, const int b);  
float average(const float a, const float b);  
char average(const char first, const char second);  
float average(const float a, const float b, const float c);
```

```
float average(const int a, const int b);  
float average(const float a, const float b);  
char  average(const char first, const char second);  
float average(const float a, const float b, const float c);  
  
int main()  
{  
    ➡ cout << average('t', 'g');  
    ...  
}
```

```
float average(const int a, const int b);  
float average(const float a, const float b);  
char  average(const char first, const char second);  
float average(const float a, const float b, const float c);  
  
int main()  
{  
    ➡ cout << average('t', 'g');  
    ...  
}
```

```
float average(const int a, const int b);
float average(const float a, const float b);
char  average(const char first, const char second);
float average(const float a, const float b, const float c);

int main()
{
    cout << average('t', 'g');
    ➡ cout << average(4, 9);
    ...
}
```

```
float average(const int a, const int b);  
float average(const float a, const float b);  
char  average(const char first, const char second);  
float average(const float a, const float b, const float c);  
  
int main()  
{  
    cout << average('t', 'g');  
    ➡ cout << average(4, 9);  
    ...  
}
```

```
float average(const int a, const int b);
float average(const float a, const float b);
char  average(const char first, const char second);
float average(const float a, const float b, const float c);

int main()
{
    cout << average('t', 'g');
    cout << average(4, 9);
    ➡ cout << average(8.99);
    ...
}
```



```
float average(const int a, const int b);  
float average(const float a, const float b);  
char average(const char first, const char second);  
float average(const float a, const float b, const float c);  
  
int main()  
{  
    cout << average('t', 'g');  
    cout << average(4, 9);  
    cout << average(8.99);  
    ➡ cout << average(8.99, 4.56);  
    ...  
}
```