Function overloading and overriding

1. #include <iostream>
2. int main() {
3. int choice;
4. std::cout << "Enter a choice (1 or 2): ";
5. std::cin >> choice;
6. if (choice == 1) {
7. std::cout << "You chose option 1!" << std::endl;
8. } else if (choice == 2) {
9. std::cout << "You chose option 2!" << std::endl;
10. } else {
11. std::cout << "Invalid choice!" << std::endl;
12. }
13. return 0;
14. }

Array start with index 3

#include <iostream>

int main() {

const int startIndex = 3;

const int endIndex = 9;

const int size = endIndex - startIndex + 1;

int array[size];

for (int i = 0; i < size; ++i) {

array[i] = 8 + i; // Initialize values starting from 8

}

std::cout << "Index\tValue" << std::endl;

for (int i = 0; i < size; ++i) {

std::cout << (startIndex + i) << "\t" << array[i] << std::endl;

}

return 0;

}

Array take the input from less of the size of array

#include <iostream>

int main() {

const int size = 8;

int array[size] = {0}; // Initialize all elements to 0

std::cout << "Enter values for indices 0 to 4 of the array:" << std::endl;

for (int i = 0; i <= 4; ++i) {

std::cout << "Value for index " << i << ": ";

std::cin >> array[i];

}

std::cout << "\nIndex\tValue\tMemory Address" << std::endl;

for (int i = 0; i < size; ++i) {

std::cout << i << "\t" << array[i] << "\t" << &array[i] << std::endl;

}

return 0;

}