Aim- function overloading

#include <iostream>

using namespace std;

void add(int a, int b)

{

cout << "sum = " << (a + b);

}

void add(double a, double b)

{

cout << endl << "sum = " << (a + b);

}

int main()

{

add(10, 2);

add(5.3, 6.2);

return 0;

}