- **Different types of user defined functions –**
  - ***Without return type, without parameters***
  - ***Without return type, with parameters***
  - ***With return type, without parameters***
  - ***With return type, with parameters***

- **Without return type, without parameters –**

```
#include<iostream.h>
#include<conio.h>
void add();
void main()
{
    clrscr();
    add();
    getch();
}
void add()
{
    int a,b,c=0;
    cout<<"Enter the numbers: ";
    cin>>a>>b;

    c = (a + b);
    cout<<"Sum is: "<<c;
}
```

- **Without return type, without parameters –**

```
#include<iostream.h>
#include<conio.h>
void add(int a, int b);
void main()
{
    int p,q;
    cout<<"Enter numbers: ";
    cin>>p>>q;
    add(p,q);
}
void add(int a, int b)
{
    c = (a + b);
    cout<<"Sum is: "<<c;
}
```

- **With return type, without parameters –**

```
#include<iostream.h>
#include<conio.h>
int add();
void main()
{
    int p;
    cout<<“Enter numbers: ”;
    cin>>p;

    p = add();
    cout<<“Sum is: ”<<c;
}
int add()
{
    int a,b,c;
    cout<<“Enter numbers: ”;
    cin>>a>>b;

    c = (a + b);
    return c;
}
```

- **With return type, with parameters –**

```
#include<iostream.h>
#include<conio.h>
int add(int a, int b);
void main()
{
    int p, q, sum = 0;
    cout<<“Enter numbers: ”;
    cin>>p>>q;

    sum = add(p,q);
    cout<<“Sum is: ”<<c;
}
int add(int a, int b)
{
    c = (a + b);
    return c;
}
```

- **Default Arguments –**

1. **One of the most useful facilities in C++, to define default arguments for function.**
2. **In the function prototype declaration, default arguments are given.**

```
#include<iostream>
#include<conio.h>
void sum(int a, int b=10);
void main()
{
   int p;
   cout<<"Enter the number: ";
   cin>>p;
   sum(p);
}

void sum(int x, int y)
{
   int z = (x + y);
   cout<<"Sum is: "<<z;
}
```

****