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| ASSIGNMENT : 04 SHEET :1 of 1 |
| COURSE TITLE : CPP |
| MODULE NAME : Function Overloading |

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| **Theory:**  **Q-1.** What is function overloading? Explain in Details.  **Q-2.** Advantages of function overloading over normal function.  **Practical:**  **Q-1.** Write an overloaded function for computing area of a triangle, circle, and rectangle.  **Formula**:  Area of triangle. Formula A =1 / 2 \* b \* h where b is the breadth & h is height  Area of rectangle. Formula A = l\*b  Area of circle. Formula A = 3.14 \* R \* R where R is the radius of the Circle.)  **Q-2.** Create two member functions max() to find out maximum number among two numbers  And three numbers. (overloading concept) |
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