1. Multiple parameter overloading. Implement a program where the types of parameters of the overloaded functions add and the number of parameters may be different. In the first add implementation are two integer parameter. In the second add implementation are integer parameter and double parameter. In the third add implementation are three integer parameters. In main function are definitions A = 1, B = 2, C = 3 and D = 1.1. Furthermore in main program are calls add (A,B), add (A,D) and add (A,B,C). Sample print is in figure 1.

```
L:\Metropolia\shell\public_html\2016-2017\TI00AA50-3010\... —  

Result: 3
Result: 2.1
Result: 6

Process exited with return value 0
Press any key to continue . . .
```

Figure 1. Sample print in Dev C++ -program

2. **Function overloading**. Implement a program where the types of parameters of the overloaded functions **test** and the number of parameters may be different. In the first **test** implementation is one integer parameter. In the second **test** implementation is one float parameter. In the third **test** implementation are one integer parameter and one double parameter. In main function are definitions int a = 5 and float b = 5.5. Furthermore in main program are calls test (a), test (b) and test (a,b). Sample print is in figure 2.

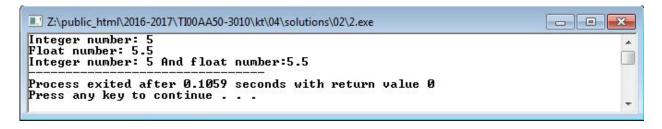


Figure 2. Sample print in Dev C++ -program

3. Overloading Arithmetic Operator. Implement a program where you overload + operator you add to Time(hh:mm:ss) objects. In figure 3 you can see input and output.

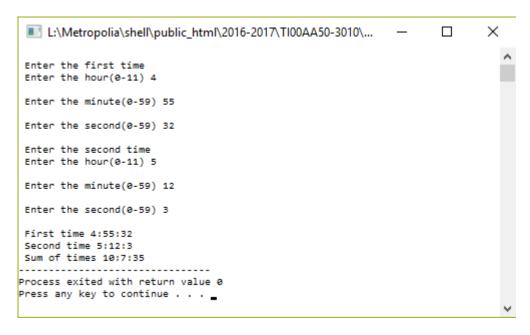


Figure 3. Sample print in Dev C++ -program

4. Overloading + operator. Implement a class Plus which consists one attribute int Array [10], constructor Plus (int InitValue), table printing method void PrintArray () and + overloading method Plus operator+ (Plus &AnotherObject). In main program you create two Plus object with clauses Plus FirstObject (4) and Plus SecondObject (6). Immediately after that you print the contents of both table an in figure 4 you can see output. Then you create one Plus object with clause Plus DifferenceObject (0) and use clause DifferenceObject = FirstObject + SecondObject and after that you have to print the content of object DifferenceObject. In figure 4 you can see output.

Figure 4. Sample print in Dev C++ -program

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5. Overload the ++ and -- unary operator. Implement a class ThreeD which contains integer attributes x, y, z (3-D coordinates). Implement non parametric constructor and three parametric constructor. Implement unary operators ThreeD operator++() and ThreeD operator--() . Implement also function show() which prints object coordinates. In main program create one object a and print immediately coordinates with show() function. Then make clause ++a and print coordinates with show() function. Furthemore make clause --a and print coordinates with show() function. In figure 5 you can see output.

```
L:\Metropolia\shell\public_html\2016-2017\TI00AA50-3010\... — \ \

Original value of a: 1, 2, 3

Value after ++a: 2, 3, 4

Value after --a: 1, 2, 3

Process exited with return value 0

Press any key to continue . . . _ \ \
```

Figure 5. Sample print in Dev C++ -program