```cpp
#include <iostream>
/// A standard function declaration
void CreateWindow0(const char * title, int x, int
    y, int width, int height){}
// Possible function calls:
CreateWindow0("Internet Explorer", 20, 30, 300,
    400);

/// A function declaration with 1 default argument
void CreateWindow(const char * title, int x, int
    y, int width , int height = -1){}
// Possible function calls:
CreateWindow1("Internet Explorer", 20,30, 300,
    400);
CreateWindow1("Internet Explorer", 20, 30, 300); /
    /where the fourth parameter here will be
    assigned the default value.

/// A function declaration with 2 default
    arguments
void CreateWindow2(const char * title, int x, int
    y, int width = -1 , int height = -1){}
// Possible Function calls:
CreateWindow2("Internet Explorer", 20, 30, 300,
    400);
CreateWindow2("Internet Explorer", 20, 30, 300);
CreateWindow2("Internet Explorer", 20, 30);

// The following is an invalid declaration,
    because default arguments have to start from
    the right, so in this case the parameter
    'width' needs to have a default argument as
    well.
void CreateWindowInvalid(const char * title, int
    x, int y =-1, int width, int height = -1){}

/// A function definition with 4 default arguments
void CreateWindow4(const char * title, int x =
```

```cpp
24    void CreateWindow4(const char * title, int x = -
        1, int y = -1, int width = -1, int height = -1)
        {
25        using namespace std;
26        cout << "Title : " << title << endl;
27        cout << "x : " << x << endl;
28        cout << "y : " << y << endl;
29        cout << "Width : " << width << endl;
30        cout << "Height : " << height << endl;
31    }
32    // Possible function calls:
33    CreateWindow4("Internet Explorer", 20, 30, 300,
        400);
34    CreateWindow4("Internet Explorer", 20, 30, 300);
35    CreateWindow4("Internet Explorer", 20, 30);
36    CreateWindow4("Internet Explorer", 20);
37    CreateWindow4("Internet Explorer");
38
```