//Practicle No: 14

//wap in c++ program to demonstrate the concept of function overloading

#include<iostream.h>

class calculator

{

public:

void sum (int x, int y);

void sum (float x, float y);

void subtraction (int x, int y);

void subtraction (float x, float y);

};

void calculator:: sum (int x, int y)

{

cout<<"Result : "<< (x+y)<<endl;

}

void calculator:: sum (float x, float y)

{

cout<< "Result : "<< (x+y)<<endl;

}

void calculator:: subtraction (int x, int y)

{

cout<< "Result : "<< (x-y)<<endl;

}

void calculator:: subtraction (float x, float y)

{

cout<< "Result : "<< (x-y)<<endl;

}

int main( )

{

calculator object;

int a, b;

float c, d;

cout<< "Enter two integers :";

cin>>a>>b;

cout<< "Enter two floats :";

cin>>c>>d;

cout<< " Two integer's summation :"<<endl;

object.sum(a, b);

cout<<endl<< " Two float's summation :"<<endl;

object.sum(c, d);

cout<<endl<< " Two integer'subtraction : "<<endl;

object.subtraction(a, b);

cout<<endl<< " Two float's subtraction: "<<endl;

object.subtraction(c, d);

return 0;

}

**Output:** Enter two integers :8

54

Enter two floats :6

5

Two integer's summation :

Result : 62

Two float's summation :

Result : 11

Two integer'subtraction :

Result : -46

Two float's subtraction:

Result : 1