

## `/*operator/function overloading*/`

```
#include<stdio.h>
```

```
int sum(int a,int b);
```

```
double sum(double a,double b);
```

```
int main()
```

```
{
```

```
    int x,y,k;
```

```
    double m;
```

```
    printf("enter the value of x and y\n");
```

```
    scanf("%d%d",&x,&y);
```

```
    k=sum(x,y);
```

```
    printf("the result is:%d\n",k);
```

```
    m=sum(x,y);
```

```
    printf("the result is:%d",m);
```

```
    return 0;
```

```
}
```

```
int sum(int a,int b)
```

```
{
```

```
    int c;
```

```
    c=a+b;
```

```
    return c;
```

```
}
```

```
double sum(double a,double b)
```

```
{
```

```
    int c;
```

```
    c=a+b;
```

```
    return c;
```

```
}
```

enter the value of x and y

10

20

the result is:30

the result is:0

-----

Process exited after 5.011 seconds with return value 0

Press any key to continue . . .