/\*opperators or func overloading(diff)\*/

#include<stdio.h>

int sum(int a,int b);

int sum1(int a,int b);

double sum(double a,double b);

int main()

{

int x,y,k,g;

double m;

printf("enter the value of x 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\n",m);

g=sum1(x,y);

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

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;

}

int sum1(int a,int b)

{

int c;

c=a+b;

return c;

}

