



OVERLOADED FUNCTIONS

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REVIEW / DEFINITION

- Sometimes when coding, multiple functions will have the same name.
- If they also have the same return type and input, one will overwrite the other.
- However, if they have different input variables/parameters, then the function becomes overloaded.

HOW OVERLOADED FUNCTIONS WORK DIFFERENTLY

- When a function is overloaded, every iteration will still compile.
- In other words, no function will be overwritten.
- This is because of the different input variables.
- Generally speaking, you should give every function a different name.

EXAMPLE

- What will happen if the following is run?

```
int do_a_thing(){  
    return 7;  
}  
char do_a_thing(){  
    return 'w';  
}  
cout << do_a_thing() << endl;
```

EXAMPLE 2

- How about this?

```
bool do_a_thing(int x){  
    return (x>10);  
}  
bool do_a_thing(char c){  
    return (c<'w');  
}  
cout << (do_a_thing('x') || do_a_thing(11))<< endl;
```