

Q5.WAP to design swap_function() with function overloading

```
#include <iostream>
```

```
using namespace std;
```

```
void function_swap(int x, int y)
```

```
{
```

```
cout<<"Before swapping:"<<" "<<"x="<<x<<" "<<"y="<<y<<endl;
```

```
int temp;
```

```
temp=x;
```

```
x=y;
```

```
y=temp;
```

```
cout<<"After swapping:"<<" "<<"x="<<x<<" "<<"y="<<y<<endl;
```

```
}
```

```
void function_swap(float x,float y)
```

```
{
```

```
cout<<"\n";
```

```
cout<<"Before swapping:"<<" "<<"x="<<x<<" "<<"y="<<y<<endl;
```

```
float temp;
```

```
temp=x;
```

```
x=y;
```

```
y=temp;
```

```
cout<<"After swapping:"<<" "<<"x="<<x<<" "<<"y="<<y<<endl;
```

```
}
```



```
int main()
{
    function_swap(1,2);
    function_swap(8.7f,9.2f);
}
```

