// ConsoleApplication24.cpp : Defines the entry point for the console application.

//

#include "stdafx.h"

#include<iostream>

using namespace std;

int f1(int a, double z)

{

return a\*z;

}

int f2(int a, double z)

{

return a+z;

}

int main()

{

int(\*a)(int, double);

a = f1;

int r1 = a(2, 4);

printf("r1=%d\n", r1);

a = f2;

int r2 = a(2, 4);

printf("r2=%d\n", r2);

system("pause");

return 0;

}