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Online C++ Compiler.

Code, Compile, Run and Debug C++ program online.

Write your code in this editor and press "Run" button to compile and execute it.

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#include <iostream>

#include<cstdio>

#include<cstdlib>

using namespace std;

class overload{

int a;

float b;

double c;

public:

int inc(int a)

{

this->a=a;

(this->a)++;

return this->a;

}

float inc(float a)

{

this->b=a;

(this->b)++;

return this->b;

}

double inc(double a)

{

this->c=a;

(this->c)++;

return this->c;

}

char d;

int intinput(int a)

{

return this->inc(a);

}

int floatinput(float a)

{

return this->inc(a);

}

int doubleinput(double a)

{

return this->inc(a);

}

};

int main()

{

overload object1;

cout<<"Practicing Overloading..................................";

cout<<endl<<"Enter type of number(int,double,float):";

cout<<endl<<"Press 1 for integer.";

cout<<endl<<"Press 2 for float.";

cout<<endl<<"Press 3 for double.";

cout<<endl<<"Press anything else to exit.";

cout<<endl<<"Enter value:";

cin>>object1.d;

cout<<endl<<"Enter the data for number:";

int a;

cin>>a;

cout<<"Calling overloaded incremented function...............";

switch(object1.d)

{

case '1':cout<<endl<<"New value:"<<object1.intinput(a);

break;

case '2':cout<<endl<<"New value:"<<object1.floatinput(a);

break;

case '3':cout<<endl<<"New value:"<<object1.doubleinput(a);

break;

default:exit(0);

}

cout<<endl<<"Press Enter to exit.";

getchar();

return 0;

}