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Constructor Overloading In C++

**Using of multiple Constructors in class is called function Overloading:**

#include <iostream>

using namespace std;

class X

{

    int a, b;

public:

    X(int n1, int n2)

    {

        a = n1;

        b = n2;

    }

    X(int n1)

    {

        a = n1;

        b = 0;

    }

    X()

    {

        a = 0;

        b = 0;

    }

    void display(void)

    {

        cout << "The value of a is:  " << a << " and the value of b: " << b << endl;

    }

};

int main()

{

    X a1(3, 7), a2(4), a3;

    a1.display();

    a2.display();

    a3.display();

    return 0;

}

**Output:**

The value of a is: 3 and the value of b: 7

The value of a is: 4 and the value of b: 0

The value of a is: 0 and the value of b: 0