```cpp
#include<iostream>
#include<cmath>
using namespace std;

class Calci
{
public:
    // func to calc sum of two int
    int sum (int a, int b)
    {
        return a+b;
    }

    // func to calc sum of two floats
    float sum (float a, float b)
    {
        return a+b;
    }

    // func to calculate sum of two doubles
    double sum (double a, double b)
    {
        return a+b;
    }

    // func to calculate sum of 3 int
    int sum (int a, int b, int c)
    {
        return a+b+c;
    }

    // func to calc sum of 3 floats
    float sum (float a, float b, float c)
    {
        return a+b+c;
    }

    // func to calculate the sum of 3 doubles
    double sum (double a, double b, double c)
    {
        return a+b+c;
    }
};

int main()
{
    Calci numSum;       //creating an object of the class

    // the below functions willl calculate the sum of all the values passed to the func's
    int sum1 = numSum.sum(10, 20);
    float sum2 = numSum.sum(12.5, 35.6);
    double sum3 = numSum.sum(1.25365, 3.26542);
    int sum4 = numSum.sum(10, 20, 30);
    float sum5 = numSum.sum(3.6, 5.7, 6.3);
    double sum6 = numSum.sum(3.265423, 1.236597, 13.265987);

    cout<<"Sum of 2 integers : "<<sum1<<endl;
    cout<<"Sum of 2 float    : "<<sum2<<endl;
    cout<<"Sum of 2 double   : "<<sum3<<endl;
    cout<<"Sum of 3 integers : "<<sum4<<endl;
    cout<<"Sum of 3 float    : "<<sum5<<endl;
    cout<<"Sum of 3 double   : "<<sum6<<endl;

    //termination
    return 0;
}
```