**Constructor Overloading**

We know functions can be overloaded like this:

int abs(int val)  
{ *//some code* }

float abs(float val)  
{ *//insert code* }

int main()  
{  
 cout<<abs(-5);  
}

C++

Since constructor functions are still just functions, they can also be overloaded.

class Counter  
{  
private:  
 int count;  
public:  
 Counter() : count(0){}  
 Counter(int init) : count(init){}  
}  
   
int main()  
{  
 Counter c1;  
 Counter c2(10);  
}

C++

It is possible to pass a parameter to the constructor function as shown above. By default, the first constructor function runs, since the compiler sees that no parameter has been given. When we do pass a parameter, the second constructor function is used.