```cpp
1  //
2  // Created by Erasmo on 21/08/25.
3  //
4
5  #include "MathFunctions.hpp"
6  // Desarrollo y resolucion de las funciones
7  int adding_numbers(int a, int b) {
8      return a + b;
9  }
10
```

```cpp
1  //
2  // Created by Erasmo on 21/08/25.
3  //
4
5  #ifndef CLASE01_MATHFUNCTIONS_HPP
6  #define CLASE01_MATHFUNCTIONS_HPP
7  #include "Utils.hpp" //Libreria propia
8
9  int adding_numbers(int a, int b);
10
11  #endif //CLASE01_MATHFUNCTIONS_HPP
12
```

```cpp
1  //
2  // Created by Erasmo on 21/08/25.
3  //
4
5  #ifndef CLASE01_UTILS_HPP
6  #define CLASE01_UTILS_HPP
7  #include <iostream> //Libreria propia de cpp
8  #include <iomanip> //Libreria propia de cpp
9  using namespace std; //Para evitar std::cin std::cout
10 #endif //CLASE01_UTILS_HPP
11
```

```
 1  cmake_minimum_required(VERSION 3.31)
 2  project(FirstProject)
 3
 4  set(CMAKE_CXX_STANDARD 20)
 5
 6  add_executable(FirstProject main.cpp
 7          src/Utils.hpp
 8          src/MathFunctions.cpp
 9          src/MathFunctions.hpp)
10
```

```cpp
1  #include "src/MathFunctions.hpp"
2
3  int main() {
4      int sum = 0;
5      sum = adding_numbers(2, 3);
6      cout << "El valor de sum es: ";
7      cout << sum << endl; // Tal como estaba
8      cout << "El valor de sum es: ";
9      cout << setw(20) << sum << endl; //Usando iomanip
10     return 0;
11 }
12
```