**PROGRAMS :** To use the concept of method overloading

//function overloading

#include<iostream>

using namespace std;

void add(int a, int b, int c){cout<<"sum = "<<(a+b+c)<<endl;}

void add(double a, double b){cout<<"sum = "<<(a+b)<<endl;}

void add(int a, int b){cout<<"sum = "<<(a+b)<<endl;}

int main(){

int a1,b1,c1;

double a2,b2;

cout<<"Enter 3 integers "<<endl;

cin>>a1>>b1>>c1;

cout<<"Enter the 2 double numbers"<<endl;

cin>>a2>>b2;

cout<<"The sum 2 of the integers are" <<endl;

add(a1,b1);

cout<<"The sum 2 of the double are" <<endl;

add(a2,b2);

cout<<"The sum 3 of the integers are" <<endl;

add(a1,b1,c1);

return 0;

}

Input/Output:

