

## Over1.cpp

```
#include <iostream>
#include <iomanip>

using namespace std;

void foo(int, int);
void foo(int);
void foo(double, double);
void foo(double);

void main(){
    foo(1,2);
    foo(1);
    foo(1.5, 2.5);
    foo(1.1);
    cin.get();
}

void foo(int i, int j){    cout.flags(ios::fixed);
    cout<<"foo("<<i<<","<<j<<"    = "
        <<setprecision(5)
        <<1.0/double(i)+1.0/double(j)<<endl;
}

void foo(int i){          cout.setf(ios::fixed);
    cout<<"foo("<<i<<"    = "
        <<setprecision(5)
        <<1.0/double(i)<<endl;
}

void foo(double i, double j){
    cout<<"foo("<<i<<","<<j<<" = "
        <<fixed<<setprecision(5)
        <<1.0/i+1.0/j<<endl;
}

void foo(double i){      cout<<"foo("<<i<<"    = "
    <<fixed<<setprecision(5)
    <<1.0/i<<endl;
}

/*
foo(1,2)          = 1.50000
foo(1)            = 1.00000
foo(1.50000,2.50000) = 1.06667
foo(1.10000)      = 0.90909
*/
```