/\* WAP USING FUNCTION OVERLOADING TO CALCULATE A^B \*/

#include<iostream.h>

#include<math.h>

#include<conio.h>

int calc(int a, int b)

{

return pow(a,b);

}

float calc(float a, float b)

{

return pow(a,b);

}

float calc(int a, float b)

{

return pow(a,b);

}

float calc(float a, int b)

{

return pow(a,b);

}

void main()

{clrscr();

int P,Q;

float R,S;

cout<<"Enter int P : "; cin>>P;

cout<<"Enter int Q : "; cin>>Q;

cout<<"Enter real R : "; cin>>R;

cout<<"Enter real S : "; cin>>S;

cout<<P<<"^"<<Q<<" = "<<pow(P,Q)<<"\n\n";

cout<<P<<"^"<<R<<" = "<<pow(P,R)<<"\n\n";

cout<<R<<"^"<<Q<<" = "<<pow(R,Q)<<"\n\n";

cout<<R<<"^"<<S<<" = "<<pow(R,S);

getch();

}

Output:

Enter int P : 2

Enter int Q : 5

Enter real R : 2.2

Enter real S : 5.1

2^5 = 32

2^2.2 = 4.594794

2.2^5 = 51.536326

2.2^5.1 = 55.764227