CPP program with comments and function’s

#include<iostream>

using namespace std**;**

void message**(),**line**();**

int main**()**

**{**

cout**<<**"Main program start's"**<<**endl**;**

line**();**

message**();**

line**();**

cout**<<**"At the end of main()"**;**

**return** 0**;**

**}**

void line**()**

**{**

cout**<<**"----------------------------"**<<**endl**;**

**}**

void message**()**

**{**

cout**<<**"In function message()"**<<**endl**;**

**}**

CPP program with function

#include<iostream>

using namespace std**;**

void pause**();**

int main**()**

**{**

cout**<<**endl**<<**"Dear reader"**;**

cout**<<**endl**<<**" have a "**;**

pause**();**

**return** 0**;**

**}**

void pause**()**

**{**

cout**<<**"Break"**;**

**}**

Function overloading cpp

#include <iostream>

using namespace std**;**

void print**(**int i**)** **{**

cout **<<** " Here is int " **<<** i **<<** endl**;**

**}**

void print**(**double f**)** **{**

cout **<<** " Here is float " **<<** f **<<** endl**;**

**}**

void print**(**char const **\***c**)** **{**

cout **<<** " Here is char\* " **<<** c **<<** endl**;**

**}**

int main**()** **{**

print**(**10**);**

print**(**10.10**);**

print**(**"ten"**);**

**return** 0**;**

**}**

Function overloading cpp

#include <iostream>

using namespace std**;**

class a

**{**

public**:**

void print**(**int i**)** **{**

cout **<<** " Here is int " **<<** i **<<** endl**;**

**}**

void print**(**double f**)** **{**

cout **<<** " Here is float " **<<** f **<<** endl**;**

**}**

void print**(**char const **\***c**)** **{**

cout **<<** " Here is char\* " **<<** c **<<** endl**;**

**}**

**};**

int main**()**

**{**

a ob**;**

ob**.**print**(**10**);**

ob**.**print**(**10.10**);**

ob**.**print**(**"ten"**);**

**return** 0**;**

**}**

#include<iostream>

using namespace std;

class test{

int a,b;

public:

int c;

void get()

{

a=10;

b=20;

}

void show(){

cout<<"Value of a : "<<a<<endl<<"Value of b:"<<b;

}

};

int main()

{

test obj;

obj.get();

obj.show();

obj.c=80;

cout<<"Value of c:"<<obj.c;

}