**Program**

#include<iostream>

using namespace std;

class shape{

public:

void draw(int x){

cout<<"draw any shape."<<endl;

}

void draw(double x){

cout<<"draw a circle shape."<<endl;

}

void draw(int x,int y){

cout<<"draw a triangle shape."<<endl;

}

void setColor(){

cout<<"choose any color"<<endl;

}

};

class circle: public shape{

public:

void radius(int x){

cout<<"the radius of a cicle is"<<x<<endl;

}

void radius(double x){

cout<<"the radius of cicle is d/2"<<x<<endl;

}

void radius(int x,int y){

cout<<"function overloaded values are"<<x<<" "<<y<<endl;

}

void diameter(){

cout<<"find the diameter of a cicle"<<endl;

}

};

class triangle: public shape{

public:

void height(int x){

cout<<"height of triangle is "<<x<<endl;

}

void height(double x){

cout<<"height of triangle is "<<x<<endl;

}

void height(int x,int y){

cout<<"height of triangle is x,y as "<<x<<" "<<y<<endl;

}

void base(){

cout<<"triangle has a base"<<endl;

}

};

main(){

circle c;

c.radius(23);

c.radius(54,47);

c.diameter();

triangle t;

t.height(3,4);

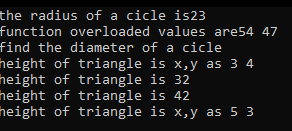
t.height(32);

t.height(42);

t.height(5,3);

}

**Output:**

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