#include<iostream>

using namespace std;

int operate(int rx,int ry)

{

return rx\*ry;

}

int operate(float rn,float rm)

{

return rn\*rm;

}

int main()

{

int x=5;

int y=7;

float n=7.7;

float m=5.5;

cout<<operate(x,y);

cout<<"\n";

cout<<operate(n,m);

system("pause");

return 0;

}

