#include<iostream>

using namespace std;

void overfunction(); //after the main function //declaration

void overfunction(char);

void overfunction(char,int);

void main() //main function

{ system("color f0"); //offwhite

cout<<"\n\n\nThis is over load function which means same name \n but passing differnt parameters in function\n\n\n";

overfunction(); //caling function

overfunction('\*');

overfunction('=',20);

getchar();

getchar();

}

void overfunction() //called function

{

cout<<"\nthis is overfuntion without passing any arguments\n\n ";

for(int j=0;j<=30;j++)

{

cout<<"#";

}

}

/////////////////////////////////

void overfunction(char ch) //called function

{

cout<<"\nthis is overfuntion with passing one arguments\n\n ";

for(int j=0;j<=25;j++)

{

cout<<ch;

}

}

//////////////////////////////////

void overfunction(char ch,int no) //called function

{

cout<<"\nthis is overfuntion with passing 2 arguments char and int datatype\n\n ";

for(int j=0;j<=no;j++)

{

cout<<ch;

}

}