#include <iostream>

using namespace std;

void add();

void select()

{

bool option=true;

char c;

while(option)

{

cout<<"enter your choice";

cin>>c;

switch(c)

{

case 'a':

{

add();

break;

}

case 'b':

{

cout<<"mango";

break;

}

case 'e':

{

option=false; //for exit

break;

}

default:

{

cout<<"wrong";

break;

}

}

}

}

void add()

{

cout<<"welcome";

}

int main()

{

int a;

int b;

select();

getchar();

getchar();

return 0;

}

Void get(); declaration/prototype

Void get() defination

{

}

Class extend class

Class implement interface

Interface extend interface