```
#include <iostream>
using namespace std;
inline int cube(int s)
{
   return s*s*s;
}
int main()
{   int a;
   cout<<"Enter a number\n";
   cin>>a;
   cout << "The cube is: "<< cube(a) << "\n";
   return 0;
}
```

```
#include <iostream>
using namespace std;
class operation
{
   int a,b,add,sub,mul;
   float div;
public:
   inline void get();
   inline void sum();
   inline void difference();
   inline void product();
   inline void division();
};
inline void operation :: get()
{
   cout << "Enter first value:";
```

```
    cin >> this->a;
    cout << "Enter second value:";
    cin >> this->b;
}

inline void operation :: sum()
{
    add = a+b;
    cout << "Addition of two numbers: "<< a+b << "\n";
}

inline void operation :: difference()
{
    sub = a-b;
    cout << "Difference of two numbers: "<< a-b << "\n";
}

inline void operation :: product()
{
    mul = a*b;
    cout << "Product of two numbers: "<< a*b << "\n";
}

inline void operation ::division()
{
    div=a/b;
    cout<<"Division of two numbers: "<<a/b<<"\n";
}

int main()
{
```

```
    cout << "Program using inline function\n";
    operation s;
    s.get();
    s.sum();
    s.difference();
    s.product();
    s.division();
    return 0;
}
```