

```

#include<iostream>

using namespace std;

class Addition
{
    public:
    void sum (int a, int b)
    {
        cout<<"a+b:"<<a+b;
    }
    void sum (int a, int b, int c)
    {
        cout<<"a+b+c:"<<a+b+c;
    }
};

int main()
{
    Addition obj;
    obj.sum(10,20);
    cout<<"\n";
    obj.sum(10,20,30);
    return 0;
}

```

// C++ program for function overloading

```

#include <iostream>

using namespace std;

class Eval
{
    public:

```

```

// function with 1 int parameter
void vald(int x)
{
    cout << "value of x is " << x << endl;
}

// function with same name but 1 double parameter
void vald(double x)
{
    cout << "value of x is " << x << endl;
}

// function with same name and 2 int parameters
void vald(int x, int y)
{
    cout << "value of x and y is " << x << ", " << y << endl;
}
};

int main() {

    Eval obj1;

    // Which function is called will depend on the parameters passed
    // The first 'func' is called
    obj1.vald(7);

    // The second 'func' is called
    obj1.vald(9.132);

    // The third 'func' is called

```

```
obj1.vald(85,64);  
return 0;  
}
```