```
Philip Pesic
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Week 3

September 4 2022

Week 3 Prog 4

Assignment:

In one program, write 3 functions, and use them. 1) Write the function body for each: int squareInteger s(int x) double squareDouble(double d) float squareFloat (float f) They basically do the same thing, square a number, but use different argument datatypes. 2) Test Each function: Using int 4, double 4.9, float 9.4 What happened when you use the 1 correct data type as input? What happens when you use the 2 incorrect data types as inputs? What is the lesson this teaches you about functions?

Source:

```
//
// main.cpp
// Week 3 Prog 4
// Created by Pippo Pesic on 9/4/22.
#include <iostream>
#include <cmath>
using namespace std;
int squareInteger( int x){
  return pow(x, 2);
double squareDouble( double d){
  return pow(d, 2);
float squareFloat ( float f){
  return pow(f, 2);
int main() {
  int x = 4;
  double d = 4.9;
  float f = 9.4;
  cout << "squareInteger(4)=" << squareInteger(x) << endl;</pre>
  cout << "squareInteger(4.9)=" << squareInteger(d) << endl;</pre>
  cout << "squareInteger(9.4)=" << squareInteger(f) << endl;</pre>
```

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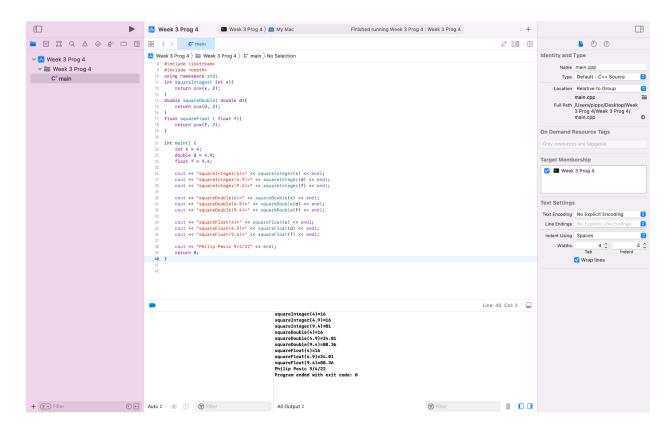
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```
cout << "squareDouble(4)=" << squareDouble(x) << endl;
cout << "squareDouble(4.9)=" << squareDouble(d) << endl;
cout << "squareDouble(9.4)=" << squareDouble(f) << endl;
cout << "squareFloat(4)=" << squareFloat(x) << endl;
cout << "squareFloat(4.9)=" << squareFloat(d) << endl;
cout << "squareFloat(9.4)=" << squareFloat(f) << endl;
cout << "Philip Pesic 9/4/22" << endl;
return 0;</pre>
```

Screenshot:



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I learned: When a variable of an incorrect data type is passed into the function, the function will convert that variable into whatever datatype the argument was declared with. If a function expects an integer, and I pass in a float or double, the function will convert my argument into an integer. If I use the argument of the correct data type, I will get the expected result. I learned that functions will convert the argument into the data type that the function expects.