#include <iostream>

using namespace std;

int main()

{

int a,b;

cin>>a>>b;

int add=a+b;

cout<<"addition :"<<add<<endl;

return 0;

}

#include <iostream>

using namespace std;

int add(int x,int y)

{

return x+y;

}

int main()

{

int a,b;

cin>>a>>b;

int n=add(a,b);

cout<<"addition :"<<n<<endl;

return 0;

}

#include <iostream>

using namespace std;

void add(int x,int y)

{

cout<<"addition :"<<x+y;

}

int main()

{

int a,b;

cin>>a>>b;

add(a,b);

return 0;

}

#include <iostream>

using namespace std;

void add(int x,int y)

{

cout<<"addition :"<<x+y;

}

int main()

{

int a=5,b=5;

add(a,b);

return 0;

}

#include <iostream>

using namespace std;

void add(int x,int y)

{

cout<<"addition :"<<x+y;

}

int main()

{

int a=5,b=5;

cout<<add(a,b)<<endl;

return 0;

}

#include <iostream>

using namespace std;

int add(int x,int y)

{

return x+y;

}

int main()

{

int a=6,b=5;

cout<<"addition :"<<add(a,b)<<endl;

return 0;

}

#include <iostream>

using namespace std;

int add(int x,int y)

{

return x+y;

}

int main()

{

int a=6,b=5;

cout<<"addition :"<<add(a,b)<<endl;

return 0;

}

#include<iostream>

using namespace std;

class add

{

private :

int a,b;

public:

add()

{

a=0;

b=0;

}

add(int a,int b)

{

this->a=a;

this->b=b;

}

void show()

{

cout<<"Addition :"<<a+b<<endl;;

}

};

int main()

{

add a2;

a2.show();

add a1(3,3);

a1.show();

return 0;

}

#include<iostream>

using namespace std;

class add

{

private :

int a,b;

public:

add()

{

a=0;

b=0;

}

add(int a,int b)

{

this->a=a;

this->b=b;

}

void show()

{

cout<<"Addition :"<<a+b<<endl;;

}

};

int main()

{

add a2;

a2.show();

add a1(3,3);

a1.show();

return 0;

}

#include <iostream>

using namespace std;

void addition(int x,int y, int \*z)

{

\*z=x+y;

}

int main()

{

int a,b,add=0;

cin>>a>>b;

cout<<endl;

addition(a,b,&add);

cout<<"Addition :"<<add<<endl;

return 0;

}

#include <iostream>

using namespace std;

void addition(int \*x,int \*y, int \*z)

{

\*z=\*x+\*y;

}

int main()

{

int a,b,add=0;

cin>>a>>b;

cout<<endl;

addition(&a,&b,&add);

cout<<"Addition :"<<add<<endl;

return 0;

}

#include<iostream>

using namespace std;

class parent

{

public:

int x;

public:

parent()

{

x=0;

}

parent(int x)

{

this->x=x;

}

};

class child:public parent

{

private:

int y;

public:

child()

{

y=0;

}

child(int x,int y):parent(x)

{

this->y=y;

}

void show()

{

cout<<"Addition :"<<x+y<<endl;

}

};

int main()

{

child c1(2,3);

c1.show();

return 0;

}