#include<iostream>

using namespace std;

class value

{

public:

int square(int x)

{

return x\*x;

}

float square(float y)

{

return y\*y;

}

};

int main()

{ value z;

int a ;

float b;

cout<<"Enter an integer value : "<<endl;

cin>>a;

cout<<"Enter a float value : "<<endl;

cin>>b;

cout<<"square of integer number is:\n"<<z.square(a);

cout<<"\nsquare of floating number is:\n"<<z.square(b);

return 0;

}

Start

Start.

Step 1→ Creating a header file for input output stream and define the context.

# Step 2 → After that used using namespace std; I defined a class name followed by class value

Step 3 → Declare data members int and float to get output in the format of integer and real number within public access specifer.

Step 4→ Create the int main() member function for passing or declaring the values of int a; and float b;

Step 5→ Then using pre-defined object cout printing the square of integer and float which I have created in main function.

Step 6→ Declaring the member function int square () and float square(). Passing the 10 and 5.5 for int and float respectively

Step 7→ Within the int cube we passing the 1 argument to do multiplication of one number to get the square of that number.

# Step 8→ End the program by returning the cube of the integer and float which I have created and declared. On the output screen its showing whole square of integer and another one output .

# Stop.