**5.Write a program for finding perimeter of square ,rectangle and triangle using function overloading for function named perimeter.**

**Code:**

#include<iostream>

using namespace std;

class peri{

public: void perimeter(int a){

int p=4\*a;

cout<<"\nperimeter of square is:"<<p;

}

public: void perimeter(int a,int b){

int p=2\*(a+b);

cout<<"\nperimeter of rectangle is:"<<p;

}

public: void perimeter(int a,int b,int c){

int p=a+b+c;

cout<<"\nperimeter of triangle is:"<<p;

}

};

int main(){

peri s;

s.perimeter(10);

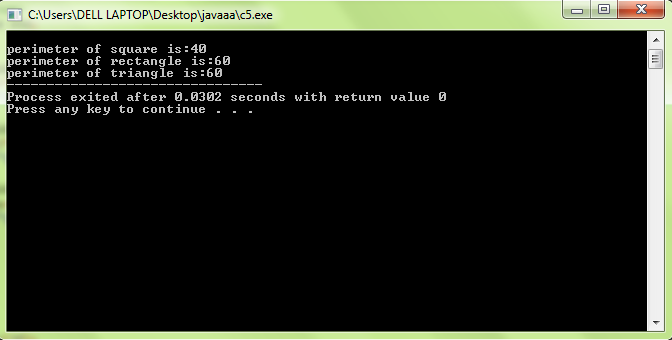
s.perimeter(10,20);

s.perimeter(10,20,30);

return 0;

}

**Output:**

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