**OVERLOADED FUNCTION**

#include <iostream.h>

#include<conio.h>

 Void main()
int operate(int,int);

Float operate(int,int);

void main ()

{

 int x=5,y=2;

 float n=5.0,m=2.0;

 cout << operate (x,y);

 cout << "\n";

 cout << operate (n,m);

 cout << "\n";

} int operate (int a, int b)

{

 return (a\*b);

}

 float operate (float a, float b)

{

 return (a/b);

}

Output:

10

2.5