**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