

```

// This program uses overloaded functions.
#include <iostream>
#include <iomanip>
using namespace std;

// Function prototypes
int square(int);
double square(double);

int main()
{
    int userInt;
    double userFloat;

    // Get an int and a double.
    cout << fixed << showpoint << setprecision(2);
    cout << "Enter an integer and a floating-point value: ";
    cin >> userInt >> userFloat;

    // Display their squares.
    cout << "Here are their squares: ";
    cout << square(userInt) << " and " << square(userFloat);
    return 0;
}

//*****
// Definition of overloaded function square. *
// This function uses an int parameter, number. It returns the *
// square of number as an int. *
//*****

int square(int number)
{
    return number * number;
}

//*****
// Definition of overloaded function square. *
// This function uses a double parameter, number. It returns *
// the square of number as a double. *
//*****

double square(double number)
{
    return number * number;
}

```