#include <iostream>

//method to calculate greatest value.
using namespace std;

int findmax(int b, int t);

int main()
{
    int a, b;
    cout << "Please enter 2 integers" << endl;
    cin >> a >> b;
    int c = findmax(a, b);
    cout << "The greatest value is " << c << endl;
    cout << "Another greatest value is " << findmax(45, 89);

    return 0;
}

int findmax(int b, int t){
    if(b > t)
        return b;
    else
        return t;
}

#include <iostream>
using namespace std;

//creates method to multiply 2 numbers.
int multiplication(int x, int y);

int main(){

int a, b, c;
cout<<"Please enter 2 integers"<<endl;
cin>>a>>b;
c=multiplication(a, b);
cout<<"Multiplication of 2 numbers are"<<c;
   return 0;
}

total(int a, int b);
cin>>price;
double end_total=total(piece,price);
cout<<"Total price including 0.05 percentage tax is: "<<end_total;
    return 0;
}
double total(int a, int b){
    int c=a*b;
    int d=c+(c*0.05);
    return d;
}

#include <iostream>

using namespace std;

int factorial(int n);

int main(){
    int a,y;
    cout<<"Please enter an integer"<<endl;
    cin>>a;
    y=factorial(a);
    cout<<"Factorial of the number "<<a<<" is "<<y;

    return 0;
}

int factorial(int n){
    int product=1;
    while(n>0){
        product=product*n;
    }


```cpp
#include <iostream>

using namespace std;

double unitprice(int diameter, double price)
{
    // Implement the unitprice function here
    return product;
}

int main()
{
    int diameter_small, diameter_large;
    double price_small, price_large, unitprice_small, unitprice_large;
    cout << "Welcome to pizzashop\n";
    cout << "Enter diameter of small pizza\n";
    cin >> diameter_small;
    cout << "Enter price of large pizza\n";
    cin >> price_small;
    cout << "Enter diameter of large pizza\n";
    cin >> diameter_large;
    cout << "Enter price of large pizza\n";
    cin >> price_large;

    unitprice_small = unitprice(diameter_small, price_small);
    unitprice_large = unitprice(diameter_large, price_large);
}```
cout << "Small pizza: \n" << "Diameter = " << diameter_small << " price = $ " << price_small << " per square inch = $ " << unitprice_small << endl;

cout << "Large pizza: \n" << "Diameter = " << diameter_large << " price = $ " << price_large << " per square inch = $ " << unitprice_large << endl;

if (unitprice_large < unitprice_small)
    cout << "The large one is better" << endl;
else
    cout << "The small one is better" << endl;

cout << "Priadno";

return 0;
}

double unitprice(int diameter, double price){
    const double PI = 3.14;
    double radius, area;

    radius = diameter / static_cast<double>(2);
    area = PI * radius * radius;
    float b = price / area;
    return (b);
}

// Example about overloading functions.
double average(double n1, double n2);
double average(double n1, double n2, double n3);
int main()
{
    cout << "The average of 5 and 6 is " << average(5, 6) << endl;
}
cout<<"The average of 5 and 6 and 7 is "<<average(5,6,7)<<endl;

    return 0;
}

double average(double n1,double n2){
    return ((n1+n2)/2);
}

double average(double n1,double n2,double n3){
    return((n1+n2+n3)/3);
}

//Example about overloading functions.

double unitprice(int diameter,double price);
double unitprice(int length, int width, double price);
int main()
{

    int diameter, length,width;
    double price_round, price_rectangular, unitprice_round,unitprice_rectangular;
    cout<<"Wellcome to pizzashop\n";
    cout<<"Enter diameter of a round pizza\n";
    cin>>diameter;
    cout<<"Enter price of a round pizza\n";
    cin>>price_round;
    cout<<"Enter length and width of a rectangular pizza"<<endl;
    cin>>length>>width;
cout<<"Enter price of a rectangular pizza\n";
cin>>price_rectangular;

unitprice_round=unitprice(diameter, price_round);
unitprice_rectangular=unitprice(length,width, price_rectangular);

cout<<"Round pizza with diameter of "<<diameter<<" and price of "<<price_round<<" is = $"<<unitprice_round<<endl;
cout<<"Rectangular pizza: \n"<<"Length= "<<length<<"and Width= "<<width<<" price= $"<<price_rectangular<<" per square inch= $ "<<unitprice_rectangular<<endl;

if(unitprice_round<unitprice_rectangular)
    cout<<"The round one is better"<<endl;
else
    cout<<"The rectangular one is better"<<endl;
cout<<"Priadno";

    return 0;
}

double unitprice(int diameter,double price){
    const double PI=3.14;
    double radius, area;

    radius=diameter/static_cast<double>(2);
    area=PI*radius*radius;
    float b=price/area;
    return(b);
}
double unitprice(int length, int width, double price){
    double area=length*width;
    double c=price/area;
    return c;
}