```cpp
 1: #include <iostream>
 2:
 3: using namespace std;
 4:
 5:
 6: double square(double x)
 7: {
 8:     cout << "  -->  double" << endl;
 9:     return x*x;
10: }
11:
12:
13: int square(int x)
14: {
15:     cout << "  -->  int" << endl;
16:     return x*x;
17: }
18:
19:
20: int main()
21: {
22:     cout << "Hello world!" << endl;
23:
24:     int    ia(2),ib;
25:     double da(2.65),db;
26:     float  fa(2.65f),fb;
27:
28:     ib = square(ia);
29:     cout << "int    : (" << ia << ")^2  = " << ib << endl;
30:
31:     db = square(da);
32:     cout << "double : (" << da << ")^2  = " << db << endl;
33:
34:     fb = square(fa);
35:     cout << "float  : (" << fa << ")^2  = " << fb << endl;
36:
37: //    char ca('a'), cb;
38: //    cb = square(ca);
39: //    cout << "char   : (" << ca << ")^2  = " << cb << endl;
40: //    cout << "char   : (" << static_cast<int>(ca) << ")^2  = " << static_cast<int>(cb) << endl;
41:
42:     return 0;
43: }
```