

Ex. 3.6a

```
#include <iostream>
using namespace std;
void myFunc();
int main()
{
    myFunc();
    return 0;
}
void myFunc()
{ int x = 8;
  cout << "\nIn myFunc, local x: " << x << endl;
  {
    cout << "\nIn block in myFunc, x is: " << x;
    int x = 9;
    cout << "\nVery local x: " << x;
  }
  cout << "\nOut of block, in myFunc, x: " << x << endl;
}
```

Ex. 3.6b

```
#include <iostream>
using namespace std;
void myFunc();
int main()
{
    myFunc();
    return 0;
}
void myFunc()
{
    int x = 8;
    cout << "\nIn myFunc, local x: " << x << endl;
    for (int x = 10; x>0; x--) //NO ERROR, scope of x is inside the for loop
        cout << "\nInside for loop x: " << x;
```

```
    cout << "\nIn block in myFunc, x is: " << x << endl;
}
```

Ex. 3.6c

```
#include <iostream>
using namespace std;
int square(int);
float square(float);
double square(double);
int main()
{
    int    myInt, squareInt;
    float  myFloat, squareFloat;
    double myDouble, squareDouble;
    cout<<"Enter an integer: "<<endl;
    cin>>myInt;
    cout<<"Enter a float no.: "<<endl;
    cin>>myFloat;
    cout<<"Enter a double no.: "<<endl;
    cin>>myDouble;

    squareInt = square(myInt);
    squareFloat = square(myFloat);
    squareDouble = square(myDouble);

    cout << "squareInt: " << squareInt << "\n";
    cout << "squareFloat : " << squareFloat << "\n";
    cout << "squareDouble : " << squareDouble << "\n";
    return 0;
}

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

float square(float original)
{
    return original*original;
}

double square(double original)
{
    return original*original;
}
```