



```
float a = 12.345;
```

```
float b = 9.82;
```

```
cout << mul(a, b) << "\n";
```

```
cout << div(a, b) << "\n";
```

```
return 0;
```

```
}
```

Types of Constructors

There are three types of constructors

1) Default Constructor

2) Parameterized Constructor