

```

#include <stdio.h>

int getData(char &);
int getData(char *);
int getData(int *);
int getData(float *);

void displayData(char);
void displayData(char*);
void displayData(int);
void displayData(float);

int main(){
    char c;
    char string[200];
    int i;
    float f;

    getData(c);
    getData(string);
    getData(&i);
    getData(&f);

    printf("\nYou entered the following data:\n");
    displayData(c);
    displayData(string);
    displayData(i);
    displayData(f);

    printf("\nYour data displayed again:\n");
    displayData(i);
    displayData(f);
    displayData(c);
    displayData(string);

    getchar(); getchar();
    return 0;
}

int getData(char &c){
    printf("Enter a character: ");
    return scanf("%c", &c);
}

int getData(char *str){
    printf("Enter a word: ");
    return scanf("%s", str);
}

int getData(int * i){
    printf("Enter a whole number: ");
    return scanf("%i", i);
};

int getData(float * f){
    printf("Enter a number with decimal point: ");
    return scanf("%f", f);
}

void displayData(char c){
    printf("Letter: %c\n", c);
}

void displayData(char *str){
    printf("String: %s\n", str);
}

void displayData(int i){
    printf("Integer: %i\n", i);
}

void displayData(float f){
    printf("Float: %f\n", f);
}

```