

```

#include<iostream>

using namespace std;

class Person{

public:
    //1.成员函数重载+号
    Person operator+(Person &p){
        Person temp;
        temp.m_A=this->m_A+p.m_A;
        temp.m_B=this->m_B+p.m_B;
        return temp;
    }

    int m_A;
    int m_B;

};

//全局函数重载+号(全局只能有一个)
Person operator+(Person& p1,Person& p2){
    Person temp;
    temp.m_A=p1.m_A+p2.m_A;
    temp.m_B=p1.m_B+p2.m_B;
    return temp;
}

Person operator+(Person& p,int num){
    Person temp;
    temp.m_A=p.m_A+num;
    temp.m_B=p.m_B+num;
    return temp;
}

void test01(){
    Person p1;
    p1.m_A=10;
    p1.m_B=10;
    Person p2;
    p2.m_A=20;
    p2.m_B=20;

    //运算符重载 对象+对象
    Person p3=p1+p2;

```

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//运算符重载 对象+int
```

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Person p4=p1+200;
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```
cout<<"p3.m_A="<<p3.m_A<<endl;
```

```
cout<<"p3.m_B="<<p3.m_B<<endl;
```

```
cout<<"p4.m_A="<<p4.m_A<<endl;
```

```
cout<<"p4.m_B="<<p4.m_B<<endl;
```

```
}
```

```
int main(){
```

```
    test01();
```

```
}
```