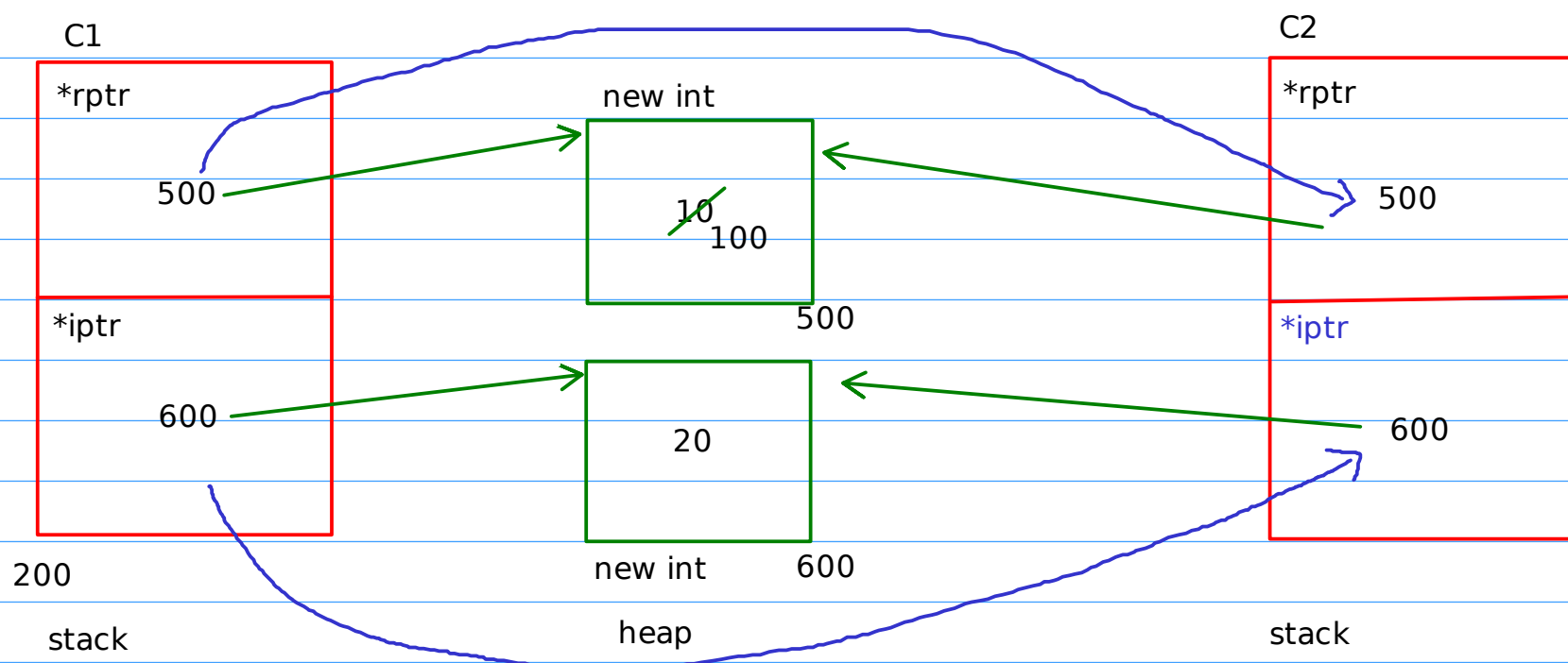
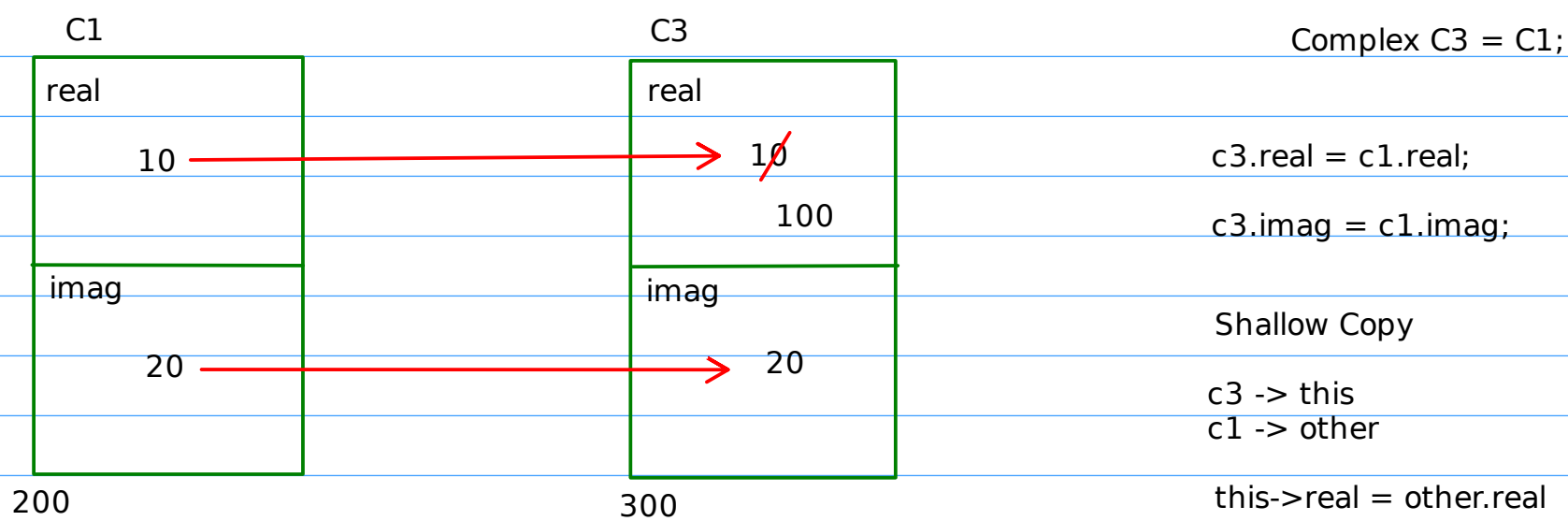


```

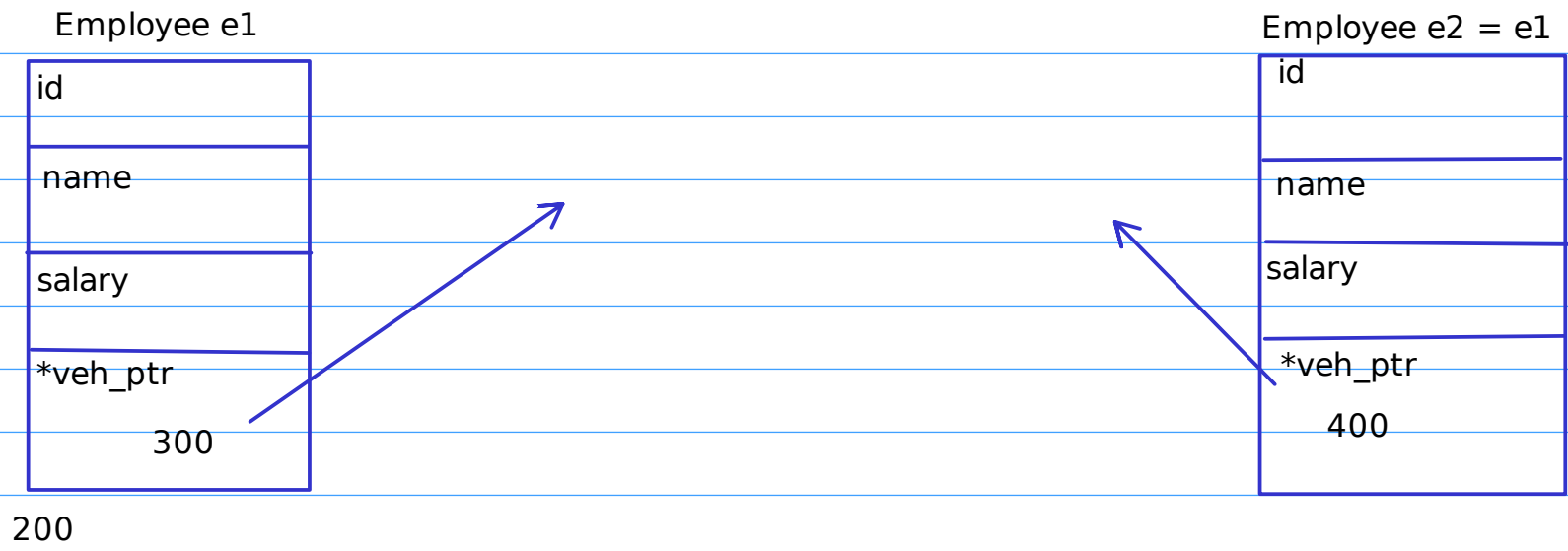
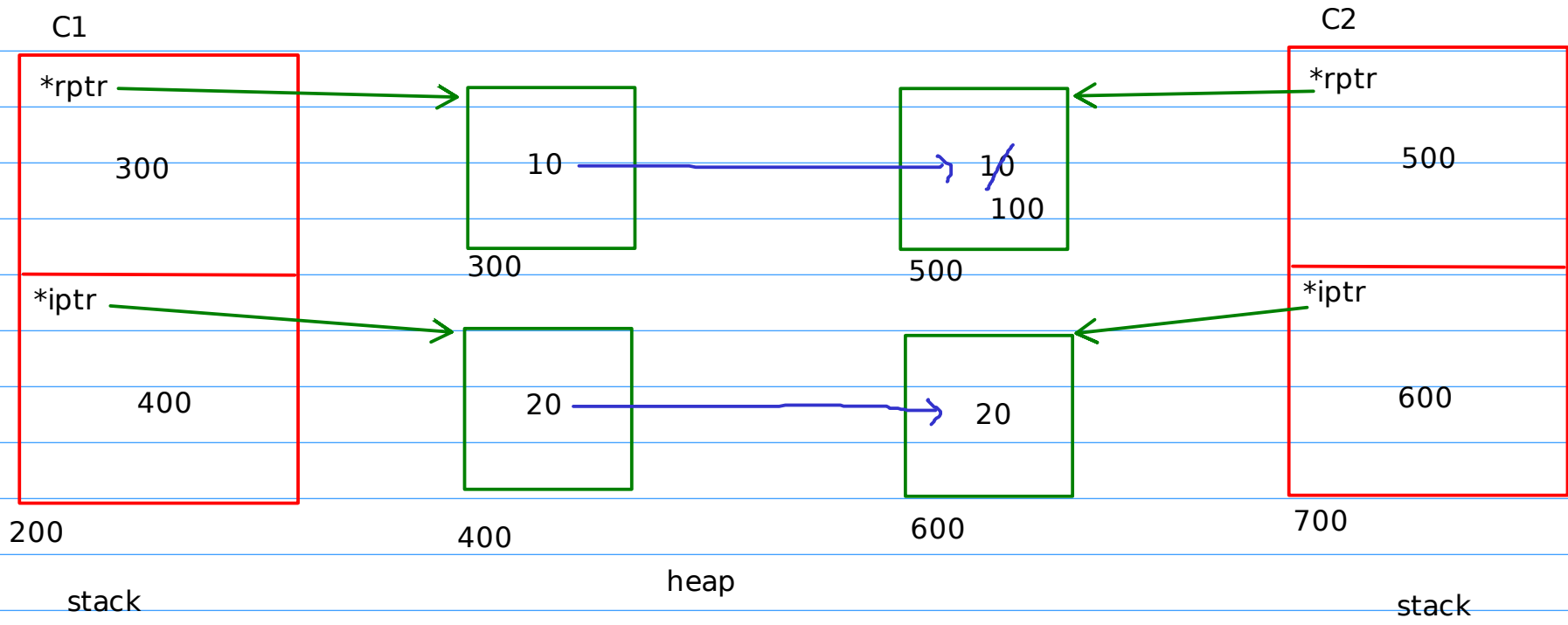
Person *person = new Person[5];
  
```

```

delete person;
  
```



Complex C2 = C1;
 *c2.rptr = *c1.rptr



this->veh_ptr = new Vehicle();

```
void myFunction(int num1){
}
```

10 + 20 = 30

```
void myFunction(Employee e1){
}
```

Matrix m1;
Matrix m2;

m1+m2 = ;

Employee e1;
myFunction(e1);

Operator Overloading

