```
#include<iostream>

class Demo
{
    public:
        int a,b,c;

    Demo()
    {

    }

    Demo(int a,int b,int c)
    {
        this->a=a;
        this->b=b;
        this->c=c;
    }

    Demo& operator++(int)
    {
        Demo* copy=(Demo*)malloc(sizeof(copy));

        copy->a=this->a;
        copy->b=this->b;
        copy->c=this->c;

        (this->a)++;
        (this->b)++;
        (this->c)++;

        return *copy;
    }
```

```
    Demo& operator++()
    {
        (this->a)++;
        (this->b)++;
        (this->c)++;

        return *this;
    }

    void Print()
    {
        std::cout<<(this->a)<<std::endl;
        std::cout<<(this->b)<<std::endl;
        std::cout<<(this->c)<<std::endl;
    }
};

int main()
{
    Demo d1(3,4,5);
    Demo d2(7,5,4);
    Demo d3;
    Demo d4;

    d3=d1++;   //d1.operator++()    //No any Explicit
Parameter Because of Unary Operator
    d4=++d2;

    d3.Print();
    d4.Print();
}
```