

2. Write a C++ program to overload the relational operators $<=$ to compare 2 objects of my-string class.

Program:

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// Program Name: Program to compare two strings

// through Operator Overloading

//

```
#include <iostream>
```

```
using namespace std;
```

```
class my-string
```

```
{
```

```
public: char str[20];
```

```
void getdata();
```

```
{
```

```
cin >> str;
```

```
}
```

```
void display()
```

```
{
```

```
cout << str;
```

```
}
```

```
friend int operator <= (my-string m1, my-string m2)
```

```
{
```

```
int operator <= (my-string m1, my-string m2)
```

```
{
```

```
int i=0;
```

```
while ((m1.str[i] == m2.str[i] && (m1.str[i] != '\0'
```

```
|| m2.str[i] != '\0'))
```

```
{
```

```
i++;
```

```
}
```



```
return (m1.str[i] - m2.str[i]);
```

```
}
```

```
int main()
```

```
{
```

```
my_string m1, m2;
```

```
cout << "Enter the First String:";
```

```
m1.getdata();
```

```
cout << "Enter the Second String:";
```

```
m2.getdata();
```

```
int result = m1 < m2;
```

```
if (result <= 0)
```

```
{
```

```
    cout << m1.str << " string is less than " << m2.str << endl;
```

```
}
```

```
else if (result == 0)
```

```
{
```

```
    cout << "Strings are equal in"
```

```
}
```

```
else
```

```
{
```

```
    cout << m1.str << " is greater than " << m2.str << endl;
```

```
}
```

```
return 0;
```

```
}
```

OUTPUT:

Enter the First String: hello

Enter the Second String: world

hello string is less than world