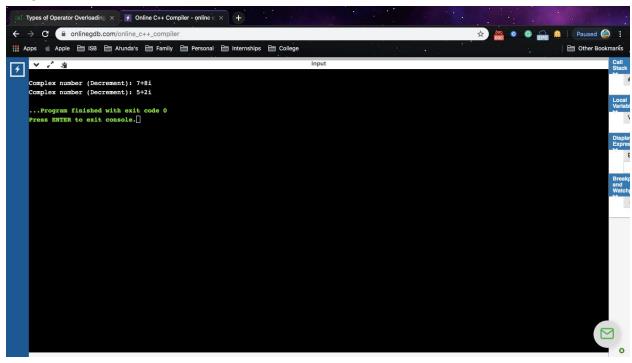
### **Unary Operator Overloading**

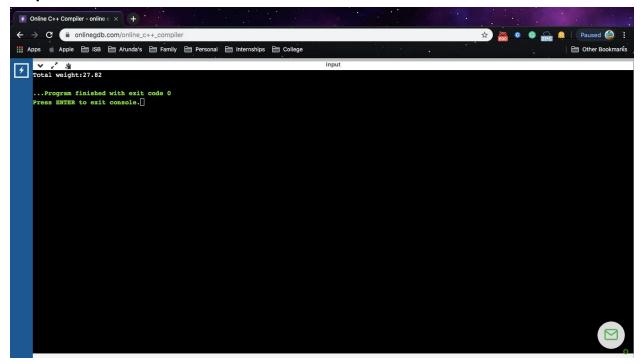
```
#include <iostream>
using namespace std;
class Complex
{
  public:
  int real, imag;
  Complex(int r, int i)
    this->real = r;
    this->imag = i;
  void operator-()
  {
    real--;
    imag--;
    cout << "\nComplex number (Decrement): " << real << "+" << imag << "i";
  }
};
int main()
  Complex c1(8, 9);
  Complex c2(6,3);
  -c1;
  -c2;
  return 0;
}
```



## **Binary Operator Overloading**

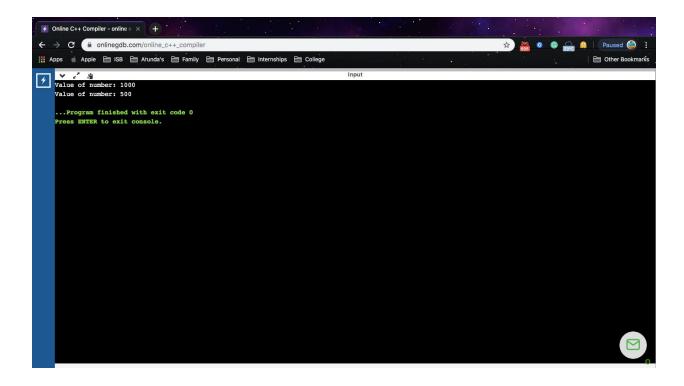
```
#include<iostream>
using namespace std;
class Weight
{
    public:
    int kilograms,grams;
    Weight()
    {
        this->kilograms=0;
        this->grams=0;
    }
    Weight(int kg,int g)
    {
        this->kilograms=kg;
        this->grams=g;
    }
    void printData()
```

```
{
                   cout<<"Kg:"<<kilograms<<"g:"<<grams<<endl;
      Weight operator+(Weight &w2)
      {
            Weight w3;
            w3.kilograms=this->kilograms+w2.kilograms;
            w3.grams=this->grams+w2.grams;
            return w3;
      }
};
int main()
      Weight w1(8,15);
      Weight w2(19,67);
      Weight w3;
      w3=w1+w2;
      cout<<"Total weight:"<<w3.kilograms<<"."<<w3.grams;</pre>
}
```



### **Friend Function Overriding**

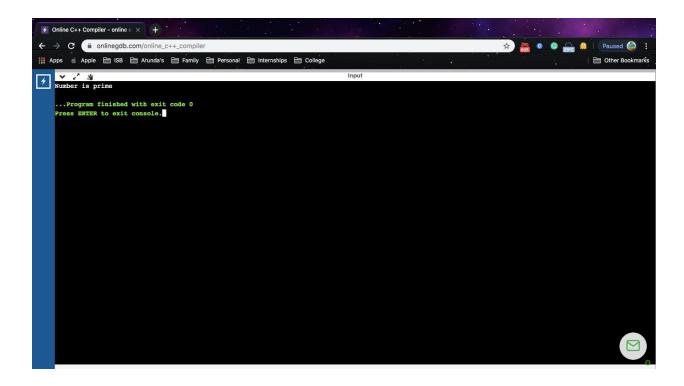
```
#include <iostream>
using namespace std;
class Number
{
  private:
  int a;
  public:
  void getNum(int x);
  friend void printNum(Number no);
void Number::getNum(int x)
{
  a=x;
void printNum(Number no)
  cout << "Value of number: " << no.a;
int main()
  Number nObj,nObj1;
  nObj.getNum(1000);
  printNum(nObj);
  cout<<"\n";
  nObj1.getNum(500);
  printNum(nObj1);
  return 0;
}
```



## **Member Function Overriding**

```
#include<iostream>
using namespace std;
class Number
{
   public:
   void show()
   {
      cout<<"Number";
   }
};
class Prime: public Number
{
   public:
   void show()
   {
      cout<<"Number is prime";
   }
}</pre>
```

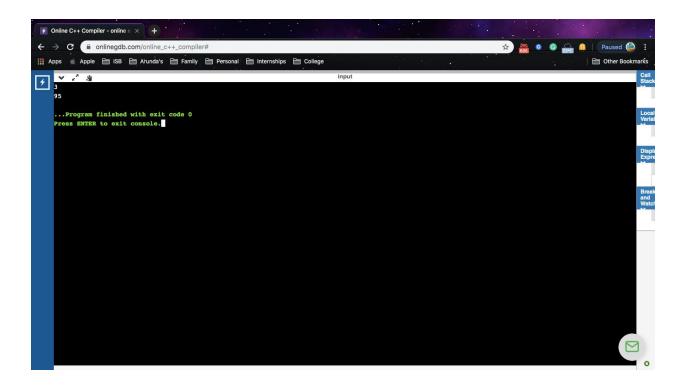
```
};
int main(void)
{
    Prime p = Prime();
    p.show();
    return 0;
}
```



# **Member Function Overloading**

```
#include<iostream>
using namespace std;
int sub(int x,int y)
{
    cout<<x-y;
}
int sub(int x,int y,int z)
{
    cout<<x+y+z;</pre>
```

```
}
int main()
{
    sub(8,5);
    cout<<"\n";
    sub(10,15,70);
}</pre>
```



# Friend function overriding

```
#include<iostream>
using namespace std;
class complex
{
   float real,imag;
   public:
   complex()
   {
     real=imag=0;
```

```
complex(float r,float i)
     real = r;
    imag =i;
  friend complex operator - (complex c)
    c.real=-c.real;
     c.imag=-c.imag;
     return c;
  void display()
  {
    cout<<"\nReal:"<<real;
    cout<<"\nImag:"<<imag;</pre>
  }
};
int main()
{
  complex c1(1,2),c2;
  c1.display;
  c2=-c1;
  cout<<"\nAfter negation\n";
  c2.display();
}
```