Operator overloading and friend function

- 1. Define a class Complex with appropriate instance variables and member functions. Define following operators in the class:
 - a. +
 - b. -
 - C. *
 - d ==
- 2. Write a C++ program to overload unary operators that is increment and decrement.
- 3. Write a C++ program to add two complex numbers using operator overloaded by a friend function.
- 4. Create a class Time which contains:
 - Hours
 - Minutes
 - Seconds

Write a C++ program using operator overloading for the following:

- 1. = = : To check whether two Times are the same or not.
- 2. >> : To accept the time.
- 3. << : To display the time.

Output -

Enter First Time

Enter Hours : 24

Enter Minutes : 30

Enter Seconds : 40

First Time
Hours : 24
Minutes : 30
Seconds : 40

Enter Second Time

Enter Hours : 24

Enter Minutes : 30

Enter Seconds : 40

Second Time
Hours : 24

Minutes : 30

Second Time
Hours : 24

Minutes : 30

Second Time
Hours : 24

Minutes : 30

Seconds : 40

Times are Same

5. Consider following class Numbers

class Numbers

```
{
    int x,y,z;
    public:
        // methods
};
```

Overload the operator unary minus (-) to negate the numbers.

- 6. Create a class CString to represent a string.
 - a) Overload the + operator to concatenate two strings.
 - b) == to compare 2 strings.
- 7. Define a C++ class fraction

```
class fraction
{
    long numerator;
    long denominator;
    Public:
        fraction (long n=0, long d=0);
}
```

Overload the following operators as member or friend:

- a) Unary ++ (pre and post both)
- b) Overload as friend functions: operators << and >>.Output-

```
0/0
f2
     : 0/0
Enter 1st Fraction Value
Numerator :
Denominator :
               3
f1++ : 3/4
++f1 : 4/5
Enter 2nd Fraction Value
Numerator :
                1
Denominator :
                2
f2 = ++f1
f1
         5/6
f2
         5/6
f2 = f1++
f1
    : 6/7
f2
        5/6
```

8. Consider a class Matrix

```
Class Matrix
{
    int a[3][3];
    Public:
    //methods;
};
```

Overload the - (Unary) should negate the numbers stored in the object. Output - $\$

```
Enter Matrix Element (3 X 3):

7
8
9
1
2
3
4
5
6
Matrix is:

7
8
9
1
2
3
4
5
6
Matrix is:

7
8
9
1
2
3
4
5
6
```

9. Consider the following class mystring

```
Class mystring
{
      char str [100];
      Public:
      // methods
};
```

Overload operator "!" to reverse the case of each alphabet in the string (Uppercase to Lowercase and vice versa).

```
10.Class Matrix
{
    int a[3][3];
    Public:
    //methods;
};
```

Let m1 and m2 are two matrices. Find out m3=m1+m2 (use operator overloading).

Output -

```
Enter Matrix Element (3 X 3) :
4 5 6 1 2 3 7 8 9
Enter Matrix Element (3 X 3):
1 2 3 4 5 6 7 8 9
First Matrix :
     5
         6
             3
      2
     8
             9
Second Matrix :
1
      2
             3
      5
             6
     8
             9
Addition of Matrix :
              9
              9
14
      16
              18
```