//Write a class level program with chain functions and constructor with parameters. The chain function will return "this pointer". When the chain

//functions are called they may be able to change the constructor value

```cpp
#include <iostream>

using namespace std;

class add
{
  private:
    int x;

    int y;

    int sum;

  public:
    add& setx(int a)

    {   x = a;

    return *this;

        }

    add& sety(int b)

    {   y = b;

    return *this;

        }

    add& print()

    {   sum =x+y;

      cout<<sum;

      return *this;

    }
};


int main()

{
```

```
    add obj;

    obj.setx(10).sety(20).print();
}
```

Output:

options	compilation	execution

30

Exit code: 0 (normal program termination)