

```

#include<iostream>
using namespace std;

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

    op_overload()
    {

    }

    op_overload(int x,int y, int z)
    {
        a=x;
        b=y;
        c=z;

    }

    op_overload operator + (op_overload obj)
    {
        op_overload temp;
        temp.a= a+ obj.a;
        temp.b =b+ obj.b;
        temp.c= c+ obj.c;
        return temp;

    }

    void display()
    {
        cout<<"a: "<<a<<endl<<"b: "<<b<<endl<<"c: "<<c<<endl<<endl;
    }
};

int main()
{
    op_overload ob1(2,3,4), ob2(2,3,4), ob3;

    ob3=ob1+ob2;

    ob3.display();

}

```