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#include <iostream>
#include <string.h>
using namespace std;
class MyString
{
    char *name;
public:
    MyString(const char* = "\0");
    MyString(const MyString&);
    bool operator <(const MyString&);
    bool operator ==(const MyString&);
    MyString operator =(const MyString&);
    void operator -();
    bool operator !=(const MyString&);
    MyString operator +(const MyString&);
    ~MyString();
    const char* getname()const;
};

MyString::MyString(const char* ptr)
{
    cout << "In Constructor" << endl;
    name = new char[strlen(ptr)+1];
    strcpy(name,ptr);
}

MyString::MyString(const MyString& s)
{
    cout << "In Copy Constructor" << endl;
    name = new char [strlen(s.name)+1];
    strcpy(name,s.name);
}

MyString::~~MyString()
{
    cout << "In Destructor" << endl;
    delete [] name;
}

bool MyString::operator==(const MyString& s)
{
    if(!strcmp(name,s.name))
        return true;
    else
        return false;
}

bool MyString::operator<(const MyString&s)
{
    if(strlen(name)< strlen(s.name))
        return true;
    else
        return false;
}

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}
bool MyString::operator!=(const MyString& s)
{
    if(!strcmp(name,s.name))
        return true;
    else
        return false;
}
MyString MyString::operator+(const MyString& s)
{
    MyString temp;
    strcat(temp.name,name);
    strcat(temp.name,s.name);
    return temp;
}
MyString MyString::operator=(const MyString& S)
{
    MyString temp;
    strcpy(temp.name,S.name);
    return temp;
}
void MyString::operator-()
{
    strrev(name);
}
const char* MyString::getname()const
{
    return name;
}
int main()
{
    char sname[100];
    cout << "Enter Name" << endl;
    cin >> sname;
    MyString S1(sname);

    cout << "Enter Name" << endl;
    cin >> sname;
    MyString S2(sname);

    if (S1==S2)
        cout << "Both Strings are same" << endl;
    else
        cout << "Both Strings are different" << endl;
}

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if(S1 < S2)
    cout << S2.getname() << " is larger" << endl;
else
    cout << S1.getname() << " is larger" << endl;

if(S1 != S2)
    cout << "Both Strings are same" << endl;
else
    cout << "Both Strings are different" << endl;

MyString S3 = S1 + S2;
cout << S3.getname() << endl;

-S3;
cout << S3.getname() << endl;

MyString S4 = S3;
cout << S4.getname() << endl;

return 0;
}
```