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#include <iostream>
using namespace std;
class integer
{
    int number;
public:
    integer(int = 0);
    integer& operator +(const integer&);
    integer& operator ++();
    integer operator ++(int);
    int getnumber()const;
};
integer::integer(int x)
{
    number = x;
}
integer& integer::operator+(const integer& in)
{
    number = number + in.number;
    return *this;
}
integer& integer::operator++()
{
    ++number;
    return *this;
}
integer integer::operator++(int)
{
    integer temp;
    temp.number = number;
    number++;
    return temp;
}
int integer::getnumber()const
{
    return number;
}
int main()
{
    integer in1(5), in2(7), in3(9), in4;
    in4 = in1 + in2 + in3;
    cout << in4.getnumber() << endl;
    integer in5;
    in5 = ++in4;
    cout << in5.getnumber() << endl;
    in5 = in4++;
    cout << in5.getnumber() << endl;
    return 0;
}

```