```
--- compile.txt ---
$ g++ -std=c++17 ex02-la.cpp
$ ./a.out
Hello!!
$ g++ -std=c++17 ex02-1b.cpp
$ ./a.out
3:50
$g++-std=c++17 ex02-1c.cpp
$ ./a.out
a is small
$g++-std=c++17 ex02-1d.cpp
$ ./a.out
5:45
1:25
--- ex02-1a.cpp ---
// コンストラクタ
#include <iostream>
class Loud {
 public:
   Loud() { std::cout << "Hello!!\n"; }</pre>
int main()
  Loud a;
--- ex02-1b.cpp ---
// コンストラクタ
#include <iostream>
class TimeData6 {
public:
  int min{}, sec{};
  TimeData6(int m, int s) {
     min = m + s/60;
     sec = s%60;
   }
} ;
int main()
  TimeData6 t\{3, 50\};
  std::cout << t.min <<":"<< t.sec <<"\n";
}
--- ex02-1c.cpp ---
// 分秒処理: less than
#include <iostream>
class TimeData9 {
  int min{}, sec{};
public:
  TimeData9(int m, int s): min(m), sec(s){}
   int getseconds() const { return min*60 + sec; }
  bool operator<(const TimeData9& y) const {</pre>
     return getseconds() < y.getseconds();</pre>
   }
} ;
int main()
  TimeData9 a{2, 19}, b{3, 59};
  if (a < b)
      std::cout << "a is small\n";</pre>
```

```
--- ex02-1d.cpp ---
// 分秒処理: add/sub
#include <iostream>
#include <iomanip>
class TimeData11 {
   int min{}, sec{};
public:
   TimeData11(int m, int s): min\{m+s/60\}, sec\{s\%60\}\{\} int getm() const { return min; }
   int gets() const { return sec; }
   std::string str() const {
     std::ostringstream o;
     o << min <<":"<< std::setw(2)
       << std::setfill('0')<< sec;
     return o.str();
   }
};
auto
operator+(const TimeDatal1& a, const TimeDatal1& b)
   return TimeData11{a.getm()+b.getm(), a.gets()+b.gets()};
TimeData11
operator-(const TimeDatal1& a, const TimeDatal1& b)
   return {a.getm()-b.getm(), a.gets()-b.gets()};
}
auto&
operator<<(std::ostream& out, const TimeDatall& t)</pre>
   return out << t.str();
}
int main()
   TimeData11 x{3, 35}, y{2, 10}; std::cout << x+y <<"\n"; // 5:45
   std::cout << x-y <<"\n"; // 1:25
}
```

}

```
--- compile.txt ---
$g++-std=c++17 ex02-2.cpp
$ ./a.out
4:5
1:30
--- ex02-2.cpp ---
#include <iostream>
class TimeData8 {
public:
  int min{1}, sec{30};
  TimeData8() =default; // デフォルトコンストラクタ
  TimeData8(int m, int s) {
    min = m + s/60;

sec = s%60;
  }
};
int main()
  TimeData8 t1{3, 65};
  std::cout << t1.min <<":"<< t1.sec <<"\n";
  TimeData8 t2;
  std::cout << t2.min <<":"<< t2.sec <<"\n";
```

```
--- compile.txt ---
$g++-std=c++17 ex02-3.cpp
$ ./a.out
3 1
3 2
--- ex02-3.cpp ---
// メンバ初期化リスト
#include <iostream>
class Ref {
   int &x, y;
  public:
    Ref(int& a, int b): x(a),y(b){}
    void set(int a, int b) { x = a; y = b; }
void print() const {
   std::cout << x <<" "<< y <<"\n";</pre>
};
int main() {
   int n{10};
   Ref s\{n, 0\}, t\{n, 2\};
   s.set(3,1);
   s.print(); // 3 1
  t.print(); // 3 2
```

```
--- compile.txt ---
$g++-std=c++17 ex02-4.cpp
$ ./a.out
2:05, 2:15
--- timedata12.hpp ---
class TimeData12 {
  int min{}, sec{};
public:
  TimeData12(int m, int s):min\{m+s/60\}, sec\{s\%60\}\{\}
  int getm() const { return min; }
  int gets() const { return sec; }
} ;
--- ex02-4.cpp ---
// 分秒処理:
#include <iostream>
#include <iomanip>
#include "timedata12.hpp"
operator << (std::ostream& o, const TimeData12& t)
  return o << t.getm() <<":"<< std::setw(2)</pre>
           << std::setfill('0')<< t.gets();
int main()
  TimeData12 x{2, 5}, y{1, 75}; std::cout << x <<", "<< y <<"\n"; // 2:05, 2:15
```

```
--- compile.txt ---
$ g++ -std=c++17 ex02-5.cpp timedata13-impl.cpp
$ ./a.out
2:05
--- timedata13.hpp ---
class TimeData13 {
  int min{}, sec{};
public:
  TimeData13(int m, int s);
  std::string str() const;
  bool operator<(const TimeData13&) const;</pre>
};
--- ex02-5.cpp ---
#include <iostream>
#include "timedata13.hpp"
int main() {
  TimeData13 x\{2, 5\}, y\{1, 75\};
   std::cout <<(x < y?x.str():y.str())<<"\n"; // 2.05
--- timedata13-impl.cpp ---
#include <sstream>
#include <iomanip>
#include "timedata13.hpp"
TimeData13::TimeData13(int m, int s)
  : min\{m+s/60\}, sec\{s\%60\} {}
std::string
TimeData13::str() const
   std::ostringstream o;
   o << min <<":"<< std::setw(2)
     << std::setfill('0')<< sec;
   return o.str();
}
bool
TimeData13::operator<(const TimeData13& t) const</pre>
  return min < t.min | (min == t.min && sec < t.sec);
```