1. Operator Overloading with 2 classes and with befriend function

Program :

#include <iostream>

using namespace std;

class B;

class A {

public:

int a;

A() {

cout << "Enter 1st number : ";

cin >> a;

}

friend A operator+(A, B);

friend void operator-(A, B);

friend void operator\*(A, B);

friend void operator/(A, B);

};

class B {

public:

int b;

B()

{

cout << "Enter 1st number : ";

cin >> b;

}

friend A operator+(A, B);

friend void operator-(A, B);

friend void operator\*(A, B);

friend void operator/(A, B);

};

A operator+(A a, B b) {

A temp;

temp.a = a.a + b.b;

return temp;

}

void operator-(A a, B b) {

cout << "A-B = " << a.a - b.b << endl;

}

void operator\*(A a, B b) {

cout << "A\*B = " << a.a \* b.b << endl;

}

void operator/(A a, B b) {

cout << "A/B = " << a.a / b.b << endl;

}

int main() {

A A1,temp;

B B1;

temp = A1 + B1;

cout << "A + B = " << temp.a << endl;

A1 - B1;

A1 \* B1;

A1 / B1;

return 0;

}

Output :

