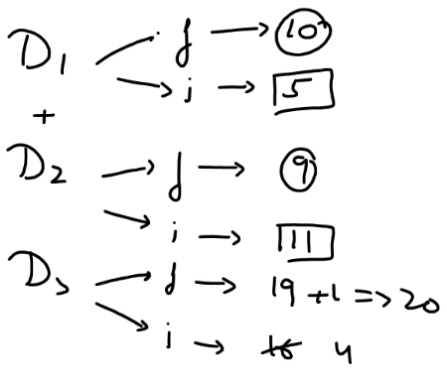
## Adding 2 Objects Of a Class

```
class Distance
{
   int feet;
   int inches;
public:


};
```

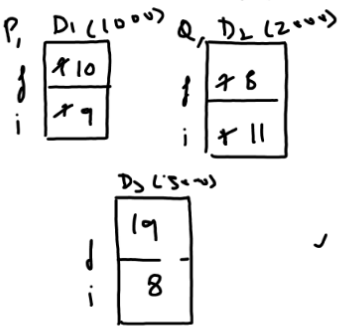



```
class Distance
{
   int feet;
   int inches;
public:
       void get()
       {
          cout<<"Enter feet and inches:";
          cin>>feet>>inches;
       }
       void show()
       {
         cout<<feet<<","<<inches<<endl;
       }
      void add(const Distance&,const Distance&);

};
```

Version 1

```
void Distance ::add(const Distance&P,const Distance&Q)
{
   feet=P.feet+Q.feet;
   inches=P.inches+Q.inches;
   if(inches>=12)
    {
      feet=feet+inches/12;
      inches=inches%12;
    }
}
```



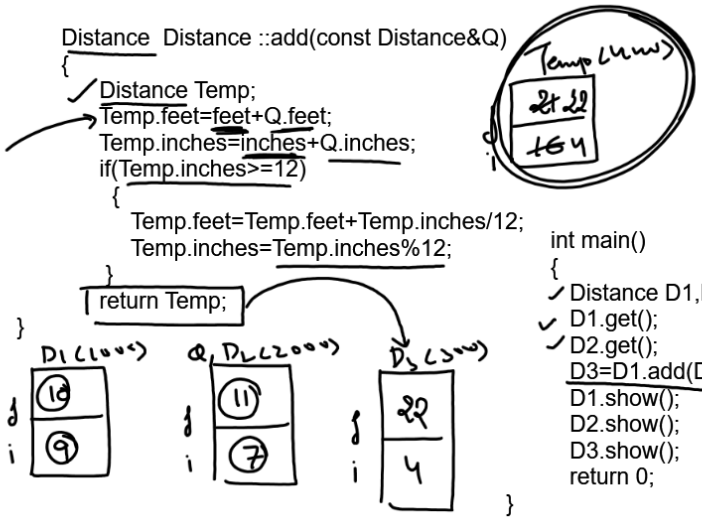

```
int main()
{
   Distance D1,D2,D3;
   D1.get();
   D2.get();
   D3.add(D1,D2);
   D1.show();
   D2.show();
   D3.show();
   return 0;
}
```

```
class Distance
{
   int feet;
   int inches;
public:
        void get()
       {
          cout<<"Enter feet and inches:";
          cin>>feet>>inches;
       }
       void show()
       {
         cout<<feet<<","<<inches<<endl;
       }
      Distance add(const Distance&);

};
```

Version 2

```
Distance  Distance ::add(const Distance&Q)
{
   Distance Temp;
   Temp.feet=feet+Q.feet;
   Temp.inches=inches+Q.inches;
   if(Temp.inches>=12)
    {
      Temp.feet=Temp.feet+Temp.inches/12;
      Temp.inches=Temp.inches%12;
    }
   return Temp;
}
```



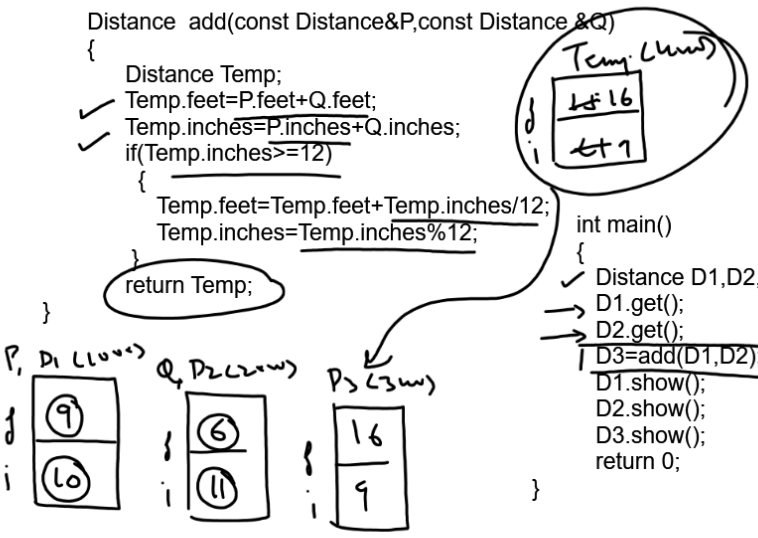

```
int main()
{
 Distance D1,D2,D3;
 D1.get();
 D2.get();
 D3=D1.add(D2);
 D1.show();
 D2.show();
 D3.show();
 return 0;
}
```

```
class Distance
{
   int feet;
   int inches;
public:
        void get()
       {
          cout<<"Enter feet and inches:";
          cin>>feet>>inches;
       }
       void show()
       {
         cout<<feet<<","<<inches<<endl;
       }
      friend Distance add(const
Distance&,const Distance &);

};
```

Version 3

```
Distance  add(const Distance&P,const Distance &Q)
{
    Distance Temp;
    Temp.feet=P.feet+Q.feet;
    Temp.inches=P.inches+Q.inches;
    if(Temp.inches>=12)
     {
       Temp.feet=Temp.feet+Temp.inches/12;
       Temp.inches=Temp.inches%12;
     }
    return Temp;
}
```




```
int main()
{
 Distance D1,D2,D3;
 D1.get();
 D2.get();
 D3=add(D1,D2);
 D1.show();
 D2.show();
 D3.show();
 return 0;
}
```