**Question Number 1:**

**PROGRAM (PRE-INCREMENT)**

#include <iostream>

using namespace std;

class operators

{

public:

int a;

operators()

{

a = 13;

}

operators operator++ ()

{

operators temporary;

temporary.a = ++a;

return temporary;

}

};

int main()

{

operators A,B;

cout << "Before Pre-Increment : " << A.a << endl;

A = ++B;

cout << "After Pre-Increment : " << A.a;

cout << endl << endl;

system("pause");

}

A screenshot of a computer screen

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**Question Number 1:**

**PROGRAM (POST-INCREMENT)**

#include <iostream>

using namespace std;

class operators

{

public:

int a;

operators()

{

a = 13;

}

operators operator++ (int)

{

operators temporary;

temporary.a = a++;

return temporary;

}

};

int main()

{

operators A,B;

cout << "Before Post-Increment : " << A.a << endl;

A = B++;

cout << "After Post-Increment : " << A.a;

cout << endl << endl;

system("pause");

}

**A screenshot of a computer screen

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**Question Number 2:**

**PROGRAM (USING FRIEND FUNCTION) (PRE-INCREMENT)**

#include <iostream>

using namespace std;

class operators

{

public:

operators()

{

a = 13;

}

void display()

{

cout << a << endl;

}

friend void operator++ (operators &a);

private:

int a;

};

void operator++ (operators &obj)

{

++obj.a;

}

int main()

{

operators A;

cout << "Before Pre-Increment (Using friend Function) : ";

A.display();

++A;

cout << "After Pre-Increment (Using friend Function) : ";

A.display();

cout << endl << endl;

system("pause");

}

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**Question Number 2:**

**PROGRAM (USING FRIEND FUNCTION) (POST-INCREMENT)**

#include <iostream>

using namespace std;

class operators

{

public:

operators()

{

a = 13;

}

void display()

{

cout << a << endl;

}

friend void operator++ (operators &a,int);

private:

int a;

};

void operator++ (operators &obj,int)

{

obj.a++;

}

int main()

{

operators A;

cout << "Before Post-Increment (Using friend Function) : ";

A.display();

A++;

cout << "After Post-Increment (Using friend Function) : ";

A.display();

cout << endl << endl;

system("pause");

}

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