Practical-1

Aim: WAP to add two objects using binary plus (+) operator overloadin

Program:

```
#include<iostream>
#include<string.h>
using namespace std;
class Number
       private:
              int x;
       public:
              void setData()
                     cout << "-> Enter any number : ";
                     cin >> this->x;
              void getData()
                     cout <<endl<<"-> Sum : "<<this->x;
              Number operator+(Number n)
                     Number temp;
                     temp.x = this -> x + n.x;
                     return temp;
              }
};
int main()
       Number n1 ,n2,n3;
```

```
n1.setData();
n2.setData();
n3 = n1+n2;  // n3 = n1.operator+(n2)
n3.getData();
return 0;
```

Output:

Practical-2

<u>Aim:</u> WAP to add two distances using binary plus (+) operator overloading.

Program:

```
#include<iostream>
#include<string.h>
using namespace std;
class Distance
       private:
              int inches;
              int feet;
       public:
              void setData()
               {
                      cout <<"-> Enter feet : ";
                      cin >> this->feet;
                      cout <<"-> Enter inches : ";
                      cin >> this->inches;
               }
              void getData()
                      cout <<"-> Feet : "<<this->feet <<endl
                              <<"-> Inch : "<<this->inches <<endl;
              Distance operator+(Distance n)
               {
                      Distance temp;
                      temp.inches = this->inches + n.inches;
                      temp.feet = this->feet + n.feet + (temp.inches/12);
```

```
temp.inches = temp.inches %12;
                   return temp;
             }
};
int main()
{
      Distance d1,d2,d3;
      cout <<".....-: Enter Distance:1 :- ....."<<endl<<endl;
      d1.setData();
      cout <<endl<<"....-: Enter Distance:2 :- ....."<<endl<<endl;
      d2.setData();
      cout <<endl<<"...."<<endl<<endl;
      d3 = d1 + d2;
                    // d3 = d1.operator+(d2)
      d3.getData();
      return 0;
}
```

Output: