

passing object as an argument

We can pass class's objects as arguments and also return them from a function the same way we pass and return other variables. No special keyword or header file is required to do so.

Example1:

```
class student{
public:
    int marks;
    void set_data(int marks){
        this -> marks = marks;
    }
};

int addition(student s1, student s2){
    return s1.marks+s2.marks;
}

main(void){
    student s1, s2;
    s1.set_data(55);
    s2.set_data(45);
    cout << addition(s1, s2);
}
```

returning object from a function

Example1:

```
class student{
public:
    int marks;
    void set_data(int marks){
        this -> marks = marks;
    }
};

student addition(student s1, student s2){
    student res;
    res.marks = s1.marks+s2.marks;
    return res;
}

main(void){
    student s1, s2,s3;
    s1.set_data(55);
    s2.set_data(45);
    s3 = addition(s1, s2);
    cout << s3.marks;
}
```