//FRIEND OPERATOR OVERLOADING:

#include<iostream>

using namespace std;

class op2;

class op1{

int a;

public:

op1(){

a=10;

}

friend void operator +(op1,op2);

friend void operator -(op1,op2);

friend void operator \*(op1,op2);

friend void operator /(op1,op2);

};

class op2{

int b;

public:

op2(){

b=5;

}

friend void operator +(op1,op2);

friend void operator -(op1,op2);

friend void operator \*(op1,op2);

friend void operator /(op1,op2);

};

void operator +(op1 obj1,op2 obj2){

cout<<"ADDITION :"<<obj1.a+obj2.b<<endl;

}

void operator -(op1 obj1,op2 obj2){

cout<<"SUBRACTION :"<<obj1.a-obj2.b<<endl;

}

void operator \*(op1 obj1,op2 obj2){

cout<<"MULTIPLICATION :"<<obj1.a\*obj2.b<<endl;

}

void operator /(op1 obj1,op2 obj2){

cout<<"DIVISION :"<<obj1.a/obj2.b<<endl;

}

int main(){

op1 A;

op2 B;

A+B;

A-B;

A\*B;

A/B;

}

OUTPUT:

