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/*
Q4. Prepare a time class to store time at a given instance.Include following
methods:
a.    Methods to increment time and decrement time taking into account the
hour minute scale,
b.    Create or initialize object of type time using constructors.

*/

#include <iostream>
using namespace std;
class time
{   int h,m,s;
public:
    time()                //default constructor
    {   m=0;h=0,s=0;
    }
    time(int hr,int mi,int sec)    //parametrized constructor
    {   h=hr;m=mi;s=sec;
    }
    void operator++(int)    //operator overloading to increment time
    { if(s==60)
        {   s=0;
            if(m==60)
            { m=0;
              h=h+1;
            }
            else
                m=m+1;
        }
        else
            s=s+1;
    }
    void operator --(int)    //operator overloading to decrement time
    { if(s==0)
        { s=59;
          if (m==0)
          {m=59;
            h--;
          }
          else
              m--;
        }
        else
            s--;
    }
}

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    }
    void operator>(time &x)    //to compare time objects
    {    if(h>x.h)
        { cout<<"True";
        }
        else if(h==x.h)
        {
            if(m>x.h)
            {
                cout<<"True";
            }
            else if(m==x.m)
            {    if(s>x.s)
                cout<<"True";
                else
                    cout<<"False";
            }
            else
                cout<<"False";
        }
        else
            cout<<"False";
    }
    void input();
    void output();
    friend void addtwotime(time,time);
    friend void addsec(int,time);
};

void addtwotime(time x,time y)
{ time temp;
  int a,b;
  a=y.s+x.s;
  b=y.m+x.m;
  if(a>60)
  {    temp.s=a-60;
    if(b>60)
    {    temp.m=b-60;
      temp.h=temp.h+1;
    }
    else
      temp.m=temp.m+1;
  }
  else
  {    temp.s=a;
    temp.m=b;
  }
}

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        temp.h=y.h+x.h;
        cout<<"Time: HH:MM:SS->
"<<temp.h<<": "<<temp.m<<": "<<temp.s<<endl;
    }
void addsec(int x,time y)
{   time temp;
    int a,b;
    a=y.s+x;
    temp.h=y.h;
    temp.m=y.m;
    if(a>60)
    {   temp.s=a-60;
        if(y.m==60)
        {   temp.m=0;
            temp.h=temp.h+1;
        }
        else
            temp.m=temp.m+1;
    }
    else
        temp.s=a;
    cout<<"Time: HH:MM:SS->
"<<temp.h<<": "<<temp.m<<": "<<temp.s<<endl;
}
void time::input()
{   cout<<"Enter time in Format HH:MM -> ";
    cin>>h>>m>>s;
}
void time::output()
{   cout<<"Time: HH:MM:SS-> "<<h<<": "<<m<<": "<<s<<endl;
}

int main()
{   time t1(4,2,15),t2(4,2,5),t3;
    t1.output();
    t2.output();
    t1++;
    cout<<"time after increment :";
    t1.output();
    t2--;
    cout<<"time after decrement :";
    t2.output();
    addsec(15,t1);
    t1>t2;
}

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        return 0;  
    }
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OUTPUT

 "D:\Learning\codeblock\ass3q5 operator overloading\bin\Debug\ass3q5 operator overloading.exe"

Time: HH:MM:SS-> 4:2:15

Time: HH:MM:SS-> 4:2:5

time after increment :Time: HH:MM:SS-> 4:2:16

time after decrement :Time: HH:MM:SS-> 4:2:4

Time: HH:MM:SS-> 4:2:31

True

Process returned 0 (0x0) execution time : 0.078 s

Press any key to continue.