```
#include<iostream>
using namespace std;

class CDemo
{
    int m_iNo1;
    int m_iNo2;

    public:
    CDemo(int iNo1 = 10, int iNo2 = 20)
    {
        m_iNo1 = iNo1;
        m_iNo2 = iNo2;
    }

    CDemo operator +(CDemo &refObj2)
    {
        cout<<"In binary + operator\n\n";
        return CDemo(m_iNo1 + refObj2.m_iNo1, m_iNo2 + refObj2.m_iNo2);
    }

    CDemo operator -(CDemo &refObj2)
    {
        cout<<"In binary - operator\n\n";
        return CDemo(m_iNo1 - refObj2.m_iNo1, m_iNo2 - refObj2.m_iNo2);
    }

    CDemo operator *(CDemo &refObj2)
    {
        cout<<"In binary * operator\n\n";
        return CDemo(m_iNo1 * refObj2.m_iNo1, m_iNo2 * refObj2.m_iNo2);
    }

    CDemo operator /(CDemo &refObj2)
    {
        cout<<"In binary / operator\n\n";
        return CDemo(m_iNo1 / refObj2.m_iNo1, m_iNo2 / refObj2.m_iNo2);
    }

    CDemo operator <<(CDemo &refObj2)
    {
        cout<<"In binary << operator\n\n";
        return CDemo(m_iNo1 << refObj2.m_iNo1, m_iNo2 << refObj2.m_iNo2);
    }

    CDemo operator >>(CDemo &refObj2)
    {
        cout<<"In binary >> operator\n\n";
        return CDemo(m_iNo1 >> refObj2.m_iNo1, m_iNo2 >> refObj2.m_iNo2);
    }

    CDemo & operator +=(CDemo &refObj2)
    {
        cout<<"In binary += operator\n\n";
        m_iNo1 += refObj2.m_iNo1;
        m_iNo2 += refObj2.m_iNo2;
        return *this;
    }

    bool operator ==(CDemo &refObj2)
    {
        cout<<"In binary == operator\n";
        return ((m_iNo1 == refObj2.m_iNo1) && (m_iNo2 == refObj2.m_iNo2));
    }

    bool operator <(CDemo &refObj2)
    {
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```
68          cout<<"In binary < operator\n";
69          return ((m_iNo1 < refObj2.m_iNo1) && (m_iNo2 < refObj2.m_iNo2));
70      }
71
72      bool operator >(CDemo &refObj2)
73      {
74          cout<<"In binary > operator\n";
75          return ((m_iNo1 > refObj2.m_iNo1) && (m_iNo2 > refObj2.m_iNo2));
76      }
77  };
78
79  int main()
80  {
81      CDemo obj1, obj2, obj3;
82
83      obj3 = obj1 + obj2; // obj1 + obj2 => obj1.+(obj2);
84
85      obj3 = obj1 - obj2;
86
87      obj3 = obj1 * obj2;
88
89      obj3 = obj1 / obj2;
90
91      obj1 << obj2;
92
93      obj1 >> obj2;
94
95      obj2 += obj1;
96
97      if(obj1 == obj2)
98          cout<<"Both objects are equal\n\n"<<endl;
99      else
100         cout<<"Both objects are not equal\n\n"<<endl;
101
102     if(obj1 < obj2)
103         cout<<"obj1 is less than obj2\n\n"<<endl;
104     else
105         cout<<"obj1 is greater than obj2\n\n"<<endl;
106
107     if(obj1 > obj2)
108         cout<<"obj1 is greater than obj2\n\n"<<endl;
109     else
110         cout<<"obj1 is less than obj2\n\n"<<endl;
111
112     return 0;
113 }
114
```