```cpp
#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* This()
    {
        return this;
    }

    friend CDemo& operator +(CDemo &refObj);
    friend CDemo operator -(CDemo &refObj);
    friend CDemo operator ~(CDemo &refObj);
    friend CDemo* operator &(CDemo &refObj);
    friend CDemo& operator ++(CDemo &refObj);
    friend CDemo operator ++(CDemo &refObj, int);
    friend CDemo& operator --(CDemo &refObj);
    friend CDemo operator --(CDemo &refObj, int);
};

CDemo& operator +(CDemo &refObj)
{
    cout<<"In unary + operator\n";
    return refObj;
}

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

CDemo operator ~(CDemo &refObj)
{
    cout<<"In unary ~ operator\n";
    return CDemo(~refObj.m_iNo1, ~refObj.m_iNo2);
}

CDemo* operator &(CDemo &refObj)
{
    cout<<"In unary & operator\n";
    return refObj.This();
}

CDemo& operator ++(CDemo &refObj)
{
    cout<<"In Pre-increment operator\n";
    refObj.m_iNo1++;
    refObj.m_iNo2++;
    return refObj;
}

CDemo operator ++(CDemo &refObj, int)
{
    cout<<"In Post-increment operator\n";
    CDemo temp(refObj.m_iNo1,refObj.m_iNo2);
    refObj.m_iNo1++;
```

```
68        refObj.m_iNo2++;
69        return temp;
70    }
71
72    CDemo& operator --(CDemo &refObj)
73    {
74        cout<<"In Pre-decrement operator\n";
75        refObj.m_iNo1--;
76        refObj.m_iNo2--;
77        return refObj;
78    }
79
80    CDemo operator --(CDemo &refObj, int)
81    {
82        cout<<"In Post-decrement operator\n";
83        CDemo temp(refObj.m_iNo1,refObj.m_iNo2);
84        refObj.m_iNo1--;
85        refObj.m_iNo2--;
86        return temp;
87    }
88
89    int main()
90    {
91        CDemo obj;
92
93        +obj;    // +(obj);
94
95        -obj;
96
97        ~obj;
98
99        ++obj;
100
101        obj++;
102
103        --obj;
104
105        obj--;
106
107        cout<<&obj;
108
109        return 0;
110    }
111
```