

```

1  #include<iostream>
2  using namespace std;
3
4  class CDemo
5  {
6      int m_iNo1;
7      int m_iNo2;
8
9      public:
10     CDemo(int iNo1 = 10, int iNo2 = 20)
11     {
12         m_iNo1 = iNo1;
13         m_iNo2 = iNo2;
14     }
15
16     CDemo operator +(CDemo &refObj2)
17     {
18         cout<<"In binary + operator\n\n";
19         return CDemo(m_iNo1 + refObj2.m_iNo1, m_iNo2 + refObj2.m_iNo2);
20     }
21
22     CDemo operator -(CDemo &refObj2)
23     {
24         cout<<"In binary - operator\n\n";
25         return CDemo(m_iNo1 - refObj2.m_iNo1, m_iNo2 - refObj2.m_iNo2);
26     }
27
28     CDemo operator *(CDemo &refObj2)
29     {
30         cout<<"In binary * operator\n\n";
31         return CDemo(m_iNo1 * refObj2.m_iNo1, m_iNo2 * refObj2.m_iNo2);
32     }
33
34     CDemo operator /(CDemo &refObj2)
35     {
36         cout<<"In binary / operator\n\n";
37         return CDemo(m_iNo1 / refObj2.m_iNo1, m_iNo2 / refObj2.m_iNo2);
38     }
39
40     CDemo operator <<(CDemo &refObj2)
41     {
42         cout<<"In binary << operator\n\n";
43         return CDemo(m_iNo1 << refObj2.m_iNo1, m_iNo2 << refObj2.m_iNo2);
44     }
45
46     CDemo operator >>(CDemo &refObj2)
47     {
48         cout<<"In binary >> operator\n\n";
49         return CDemo(m_iNo1 >> refObj2.m_iNo1, m_iNo2 >> refObj2.m_iNo2);
50     }
51
52     CDemo & operator +=(CDemo &refObj2)
53     {
54         cout<<"In binary += operator\n\n";
55         m_iNo1 += refObj2.m_iNo1;
56         m_iNo2 += refObj2.m_iNo2;
57         return *this;
58     }
59
60     bool operator ==(CDemo &refObj2)
61     {
62         cout<<"In binary == operator\n";
63         return ((m_iNo1 == refObj2.m_iNo1) && (m_iNo2 == refObj2.m_iNo2));
64     }
65
66     bool operator <(CDemo &refObj2)
67     {

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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

```