M T W T F S DATE:

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

class Point
{
    Private:
        int x, y;
    public:
        Point()
        {
            x=0;
            y=0;
        }
        Point (int a, int b)
        {
            x=a;
            y=b;
        }
        void setdata (int a, int b)
        {
            x=a;
            y=b;
        }
```

M T W T F S DATE:

```
int getx()
{
    return x;
}
int gety()
{
    return y;
}
void input()
{
    cout<<"Entry value x:";
    cin>>x;
    cout<<"Ente value y:";
    cin>>y;
}
void output(void)
{
    cout<<"x:"<<x<<endl;
    cout<<"y:"<<y<<endl;
}
Point operator ++()//Pre-increment
{
    x++;
    y++;
}
Point operator ++(int)//Post-increment
{
    x++, y++;
}
```

M T W T F S DATE:

```
Point operator --( )//pre-D
{
    x--, y--;
}
Point operator --(int)//post-D
{
    x--, y--;
}
Point operator +(Point obj)
{
    Point temp;
    temp.x = x+obj.x;
    temp.y = y+obj.y;   return temp;
}
Point operator - (Point obj)
{
    Point temp;
    temp.x = x-obj.x;
    temp.y = y-obj.y;
    return temp;
}
Point operator * (Point obj)
{
    Point temp;
    temp.x = x * obj.x;
    temp.y = y * obj.y;
    return temp;
}
```

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```
Point operator / (Point obj)
{
    Point temp;
    temp.x = x / obj.x;
    temp.y = y / obj.y;
    return temp;
}
Point operator += (Point obj)
{
    x = x + obj.x;
    y = y + obj.y;
}
Point operator -= (Point obj)
{
    x = x - obj.x;
    y = y - obj.y;
}
Point operator *= (Point obj)
{
    x = x * obj.x;
    y = y * obj.y;
}
Point operator /= (Point obj)
{
    x = x / obj.x;
    y = y / obj.y;
}
```

M T W T F S S DATE:

```
bool operator <(point obj)
{
    if (x<obj.x && y<obj.y)
    {
        return true;
    }
    else
    {
        return false;
    }
}

bool operator >(Point obj)
{
    if (x>obj.x && y>obj.y)
    {
        return true;
    }
    else
    {
        return false;
    }
}

bool operator <=(point obj)
{
    if (x<=obj.x && y<=obj.y)
```

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```
    {
        return true;
    }
else
    {
        return false;
    }
}

bool operator >=(Point obj)
{
    if (x>=obj.x && x>=obj.y)
        {
            return true;
        }
    else
        {
            return false;
        }
}

bool operator !=(Point obj)
{
    if (x!=obj.x && y!=obj.y)
        {
            return true;
        }
    else { return false; }
}
```

M T W T F S DATE:

```
bool operator ==(Point obj)
{
    if (x==obj.x && y==obj.y)
    {
        return true;
    }
    else
    {
        return false;
    }
};

int main ( ){

    return 0;
}
```