

operator++()

```
operator++(int)
    x++;
    ++x;
operator++()
```

operator++()

```
operator++(int)
    y = x++;
    y = ++x;
operator++()
```

takes a copy,
modifies the
value and
returns the
copy

modifies the
value and
returns it

```
0& 0::operator++() {
    // Perform what "increment" means
    // ... then return current object
    return *this;
}
```

```
0 0::operator++(int) {
    0 obj_at_start(*this); // copy
    operator++;           // change object
    return obj_at_start;
    // return initial value
}
```