#include <iostream>

using namespace std;

class Cents

{

private:

int m\_nCents;

public:

Cents(int nCents) { m\_nCents = nCents; }

// Add Cents + Cents

friend Cents operator+(const Cents &c1, const Cents &c2);

int GetCents() { return m\_nCents; }

};

// note: this function is not a member function!

Cents operator+(const Cents &c1, const Cents &c2)

{

//remember we cant do the following

// c1.m\_nCents = c1.m\_nCents + c2.m\_nCents;

//return Cents(c1.m\_nCents);

// use the Cents constructor and operator+(int, int)

return Cents(c1.m\_nCents + c2.m\_nCents);

}

int main()

{

Cents cCents1(6);

Cents cCents2(8);

//note we did not do cCents1.m\_nCents + cCents2.m\_nCents

Cents cCentsSum = cCents1 + cCents2;

cout << "I have " << cCentsSum .GetCents() << " cents." << endl;

return 0;

}