#include <iostream>

using namespace std;

class Souvik {

public:

int s1;

int s2;

Souvik (int a1, int a2) : s1(a1), s2(a2) {}

void display() const {

cout << "Souvik (s1=" << s1 << ", s2=" << s2 << ")" <<endl;

}

};

int main() {

Souvik c1(14, 10);

Souvik c2(18, 20);

Souvik c3(c1.s1 + c2.s1, c1.s2 + c2.s2);

Souvik c4(c1.s1 + c2.s1 , c1.s2 - c2.s2);

Souvik c5(c1.s1 \* c2.s1 , c1.s2 \* c2.s2);

Souvik c6(c1.s1 / c2.s1 , c1.s2 / c2.s2);

cout << "c1: ";

c1.display();

cout << "c2: ";

c2.display();

cout << "c3: ";

c3.display();

cout<< "c4: ";

c4.display();

cout<< "c5: ";

c5.display();

if

(c1.s1>c2.s1 && c1.s2>c2.s2)

cout<<"invalid: ";

else

cout<<"C6: ";

c6.display();

return 0;

}

Output:

