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Online C++ Compiler.

Code, Compile, Run and Debug C++ program online.

Write your code in this editor and press "Run" button to compile and execute it.

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#include <iostream>

using namespace std;

int i=1;

class overloading

{

int a;

public:

overloading()

{

this->a=0;

input();

i++;

}

friend int operator +(overloading &obj1,overloading &obj2);

friend int operator -(overloading &obj1,overloading &obj2);

friend int operator \*(overloading &obj1,overloading &obj2);

friend int operator /(overloading &obj1,overloading &obj2);

friend int operator ++(overloading &obj1);

friend int operator --(overloading &obj1);

void input()

{

cout<<endl<<"Enter value of number "<<i<<" :";

cin>>this->a;

}

};

int operator +(overloading &obj1,overloading &obj2)

{

int c=obj1.a+obj2.a;

return c;

}

int operator -(overloading &obj1,overloading &obj2)

{

int c=obj1.a-obj2.a;

return c;

}

int operator \*(overloading &obj1,overloading &obj2)

{

int c=obj1.a\*obj2.a;

return c;

}

int operator /(overloading &obj1,overloading &obj2)

{

int c=0;

if(obj2.a!=0)

c=obj1.a/obj2.a;

else{

cout<<endl<<"Division not possible";

}

return c;

}

int operator ++(overloading &obj1)

{

int c=obj1.a;

c++;

return c;

}

int operator --(overloading &obj1)

{

int c=obj1.a;

c--;

return c;

}

int main()

{

cout<<"Implementing operator overloading..........................";

int a,b,c,d,e,f;

overloading obj1,obj2;

a=obj1+obj2;

b=obj1-obj2;

c=obj1\*obj2;

d=obj1/obj2;

e=++obj1;

f=--obj2;

cout<<endl<<"ADDITION RESULT ON OPERATORS ARE:"<<a;

cout<<endl<<"SUBTRACTION RESULT ON OPERATORS ARE:"<<b;

cout<<endl<<"MULTIPLICATION RESULT ON OPERATORS ARE:"<<c;

cout<<endl<<"DIVISION RESULT ON OPERATORS ARE:"<<d;

cout<<endl<<"INCREMENT RESULT ON OPERATOR 1 IS:"<<e;

cout<<endl<<"DECREMENT RESULT ON OPERATOR 2 IS:"<<f;

cout<<endl<<"Ending program.......................................";

return 0;

}