/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

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.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

#include <iostream>

#include <cstring>

#include <cstdio>

int i=1;

using namespace std;

class overloading

{

char a[100];

public:

overloading()

{

input();

i++;

}

void input()

{

cout<<endl<<"Enter data in string "<<i<<" :";

gets(this->a);

}

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

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

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

};

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

{

int c=strcmp(obj1.a,obj2.a);

return c;

}

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

{

int c=strcmp(obj1.a,obj2.a);

return c;

}

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

{

string c=strcat(obj1.a,obj2.a);

return c;

}

int main()

{

cout<<"Implenting operator overloading on strings...........................";

string a,b;

int c,d,e;

overloading o1,o2;

cout<<endl<<"Using > or < operator for comparing string data......................";

c=o1>o2;

if(c>0)

cout<<endl<<"First string is greater.";

else if(c==0)

cout<<endl<<"Strings are equal.";

else

cout<<endl<<"Second string is greater.";

cout<<endl<<"Using + operator for conactinating two strings......................";

b=o1+o2;

cout<<endl<<"New string is:"<<b;

cout<<endl<<"Ending Program.................................";

return 0;

}