

PROGRAM – TO OVERLOAD THE POST DECREMENT AND PRE DECREMENT OPERATOR
USING CLASS AND DISPLAY THE DIFFERENCE BETWEEN THEIR FUNCTIONING

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//OVERLOADING OF POST DECREMENT AND PRE DECREMENT OPERATOR

```
#include<iostream>

using namespace std;

class decrement
{
    int count;

    public :

        //CONSTRUCTOR INITITALISING VALUE OF COUNT
        decrement()
        {
            count=10;
        }

        //OVERLOADING FOR PRE decrement OPERATOR
        decrement operator -- ()
        {
            decrement t;
            t.count=--count;
            return t;
        }

        //OVERLOADING FOR POST decrement OPERATOR
        decrement operator -- (int)
        {
            decrement t;
            t.count=count--;
            return t;
        }

        void display()
        {
            printf("\nVALUE OF COUNT IS -> %d", count);
        }
};
```

```

int main()
{
    decrement o1, o2;
    cout<<"\nTHE VALUE OF COUNT INITIALLY IN TWO OBJECTS AS SHOWN : "<<endl;
    cout<<"\nOBJECT 1";
    o1.display();
    cout<<"\nOBJECT 2";
    o2.display();
    cout<<"\nPOST INCREMENT IS DONE : object1 = object2-- "<<endl;
    o1=o2--;
    cout<<"\nOBJECT 1";
    o1.display();
    cout<<"\nOBJECT 2";
    o2.display();
    cout<<"\n\nIT SHOWS THAT VALUE OF OBJECT 1 IS FIRST USED AND DECREMENTED
LATER\n ";
    cout<<"\nPRE DECREMENT IS DONE : object1 = --object2 "<<endl;
    o1=--o2;
    o1.display();
    return 0;
}

```

THE VALUE OF COUNT INITIALLY IN TWO OBJECTS AS SHOWN :

OBJECT 1

VALUE OF COUNT IS -> 10

OBJECT 2

VALUE OF COUNT IS -> 10

POST INCREMENT IS DONE : object1 = object2--

OBJECT 1

VALUE OF COUNT IS -> 10

OBJECT 2

VALUE OF COUNT IS -> 9

"IT SHOWS THAT VALUE OF OBJECT 1 IS FIRST USED AND DECREMENTED LATER"

PRE DECREMENT IS DONE : object1 = --object2

VALUE OF COUNT IS -> 8

Process exited after 2.427 seconds with return value 0

Press any key to continue . . .