CODE:

```
#include<iostream>
using namespace std;
class SimpleCircle{
        public:
        int radius;
        int R;
        public:
        SimpleCircle(){
                cout<<"Enter radius:"<<endl;
                cin>>radius;
        }
        SimpleCircle(int r){
                radius=r;
        }

  SimpleCircle& operator++() {
    ++radius;
    return *this;
  }

  SimpleCircle operator++(int) {
    SimpleCircle temp = *this;
    radius++;
    return temp;
  }

  SimpleCircle& operator=(const SimpleCircle& other) {
```

```
        if (this != &other) radius = other.radius;
        return *this;
    }

};

int main() {
    SimpleCircle circle1, circle2(9);

    ++circle1;
    circle2++;

    cout << "Circle 1 Radius: " << circle1.radius<< endl;
    cout << "Circle 2 Radius: " << circle2.radius << endl;

    circle1 = circle2;

    cout << "After assignment:" << endl;
    cout << "Circle1 Radius: " << circle1.radius << endl;
    cout << "Circle2 Radius: " << circle2.radius << endl;

    return 0;
}
```

OUTPUT:

```
Enter radius:
5
Circle 1 Radius: 6
Circle 2 Radius: 10
```

After assignment:

Circle1 Radius: 10

Circle2 Radius: 10

[Program finished]