#include <iostream>

using namespace std;

class Distance

{

private:

int feet; // 0 to infinite

int inches; // 0 to 12

public:

// required constructors

Distance(){

feet = 0;

inches = 0;

}

Distance(int f, int i){

feet = f;

inches = i;

}

ostream& operator<<( ostream& xyz )

{

xyz << "F : " << this->feet << " I : " << this->inches<<"\n";

return xyz;

}

istream& operator>>( istream &input )

{

input >> this->feet >> this->inches;

return input;

}

friend istream& operator>> (istream&, Distance&);

friend ostream& operator<< (ostream&, Distance&);

};

istream& operator>>(istream& tempcin, Distance& tempobj)

{

tempcin>>tempobj.feet;

tempcin>>tempobj.inches;

//return tempcin;

}

ostream& operator<<(ostream& tempcout, Distance& tempobj)

{

tempcout<<tempobj.feet<<" ";

tempcout<<tempobj.inches<<endl;

//return tempcout;

}

int main()

{

Distance D1(11, 10), D2(5, 11), D3;

cout << "Enter the value of object : " << endl;

D3>>cin;

D1<<cout;

D2<<cout;

D3<<cout;

// Distance D1, D2, D3;

// cout << "Enter the value of object : " << endl;

// cin>>D1>>D2>>D3;

// cout<<D1<<D2<<D3;

// cout << "First Distance : " <<D1 << endl;

// cout << "Second Distance :" <<D2 << endl;

// cout << "Third Distance :" <<D3 << endl;

return 0;

}