**Practical no.-**17.2

**Title:** Program to create Binary class and overload 4 arithmetic operators using member function

**Roll No.:** 76 **Batch-** C

**Code:**

#include<iostream>

using namespace std;

class Binary

{

private:

float no;

public:

void get\_no(void)

{

cin>>no;

}

void put\_no(void)

{

cout<<no<<"\n";

}

//Operator + function

Binary operator + (Binary n2)

{

Binary n;

n.no=no+n2.no;

return n;

}

//Operator - function

Binary operator - (Binary n2)

{

Binary n;

n.no=no-n2.no;

return n;

}

//Operator \* function

Binary operator \* (Binary n2)

{

Binary n;

n.no=no\*n2.no;

return n;

}

//Operator / function

Binary operator / (Binary n2)

{

Binary n;

n.no=no/n2.no;

return n;

}

};

//Main function

int main()

{

Binary N1,N2,N3; //Create objects

cout<<"\nEnter 1st Float number:";

N1.get\_no();

cout<<"Enter 2nd Float number:";

N2.get\_no();

cout<<"\n\nResult:-";

//Addition of Objects

N3=N1+N2; //Call operator + function

cout<<"\nAddition: ";

N3.put\_no();

//Subtraction of objects

N3=N1-N2; //Call operator - function

cout<<"Subtraction: ";

N3.put\_no();

//Multiplication of objects

N3=N1\*N2; //Call operator \* function

cout<<"Multiplication: ";

N3.put\_no(); //Division of objects

N3=N1/N2; //Call operator / function

cout<<"Division: ";

N3.put\_no();

return 0;

}

**OUTPUT-**

Enter 1st Float number:12.3

Enter 2nd Float number:1.5

Result:-

Addition: 13.8

Subtraction: 10.8

Multiplication: 18.45

Division: 8.2

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