#include <iostream>

using namespace std;

class vector

{

private:

float x , y ;

public:

vector()

{

x=0;

y=0;

}

vector(float a)

{

x=a;

y=a;

}

vector(float a , float b)

{

x=a;

y=b;

}

void sety (float m)

{

y=m;

}

void setx (float n)

{

x=n;

}

float gety()

{

return y;

}

float getx()

{

return x;

}

};

vector operator+(vector a , vector b)

{

return vector (a.getx() + b.getx(), a.gety() + b.gety());

}

vector operator- (vector a , vector b)

{

return vector (a.getx() - b.getx(), a.gety() - b.gety());

}

int main ()

{

vector p , v,z,u ; float a,b,c,d;

cout<<"Enter 1'st Point "<<endl;

cin>>a>>b;

cout<<"Enter 2'sd point "<<endl;

cin>>c>>d;

p.sety(a); v.sety(c);

p.setx(b); v.setx(d);

z=v+p;

cout<<"Sum Two Point is : " <<z.gety()<<" , "<<z.getx()<<endl;

u=v-p;

cout<<"sub Two Point is : " <<u.gety()<<" , "<<u.getx()<<endl;

p++;

cout<<p.getx()<<endl;

return 0;

}