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The image shows a screenshot of a C++ program in Dev-C++ IDE. The program defines a `Counter` class with a private `count` variable, a constructor, an `operator++`, and a `getCount` method. The `main` function creates a `Counter` object, prints the initial count, increments it, and prints the count after the increment. The output window shows the execution results.

```
1 #include <iostream>
2 using namespace std;
3 class Counter {
4 private:
5     int count;
6 public:
7     Counter() : count(0) {}
8     Counter operator++() {
9         count++;
10        return *this;
11    }
12    int getCount() {
13        return count;
14    }
15 };
16 int main() {
17     Counter myCounter;
18     cout << "Initial Count: " << myCounter.getCount() << endl;
19     ++myCounter;
20     cout << "Count after Unary Increment: " << myCounter.getCount() << endl;
21     return 0;
22 }
```

Output:

```
Initial Count: 0
Count after Unary Increment: 1

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Process exited after 0.1088 seconds with return value 0
Press any key to continue . . .
```

Compilation results:

```
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- Errors: 0
- Warnings: 0
- Output Filename: E:\C++ Programs\BK\Assignment day 3\1.exe
- Output Size: 1,832,366,943,959,4 KB
- Compilation Time: 0.47s
```





