**Compare the two object that contains integer values that demonstrate the overloading of equality (==), less than (<), greater than (>), not equal (!=),greater than or equal to (>=) and less than or equal to(<=) operators.**

**#include <iostream>**

**#define SUCCESS 0**

**using namespace std;**

**class Integer**

**{**

**private:**

**int no;**

**public:**

**Integer(int a):no(a){};**

**bool operator==(Integer a)**

**{**

**if(a.no == no)**

**return true;**

**else**

**return false;**

**}**

**bool operator<(Integer a)**

**{**

**if(no < a.no)**

**return true;**

**else**

**return false;**

**}**

**bool operator>(Integer a)**

**{**

**if(no > a.no)**

**return true;**

**else**

**return false;**

**}**

**bool operator<=(Integer a)**

**{**

**if(no <= a.no)**

**return true;**

**else**

**return false;**

**}**

**bool operator>=(Integer a)**

**{**

**if(no >= a.no)**

**return true;**

**else**

**return false;**

**}**

**};**

**int main()**

**{**

**int temp;**

**cout << "Enter integer for object a";**

**cin >> temp;**

**Integer a(temp);**

**cout << "Enter integer for object b";**

**cin >> temp;**

**Integer b(temp);**

**if (a == b)**

**cout << "object a and b are equal"<< endl;**

**if (a < b)**

**cout << "object a is less than b"<< endl;**

**if (a > b)**

**cout << "object a is greater than b"<< endl;**

**if (a <= b)**

**cout << "object a is less than or equal to b"<< endl;**

**if (a >= b)**

**cout << "object a is gerater than or equal to b"<< endl;**

**return SUCCESS;**

**}**

**#include<iostream>//or**

**using namespace std;**

**class op**

**{**

**int num;**

**public:**

**op(int i)**

**{**

**num=i;**

**}**

**void operator == (op o2)**

**{**

**cout<<"For "<<num<<" == "<<o2.num<<endl;**

**if(num==o2.num)**

**{**

**cout<<"True"<<endl;**

**}**

**else**

**{**

**cout<<"False"<<endl;**

**}**

**}**

**void operator < (op o2)**

**{**

**cout<<"For "<<num<<" < "<<o2.num<<endl;**

**if(num<o2.num)**

**{**

**cout<<"True"<<endl;**

**}**

**else**

**{**

**cout<<"False"<<endl;**

**}**

**}**

**void operator > (op o2)**

**{**

**cout<<"For "<<num<<" > "<<o2.num<<endl;**

**if(num>o2.num)**

**{**

**cout<<"True"<<endl;**

**}**

**else**

**{**

**cout<<"False"<<endl;**

**}**

**}**

**void operator != (op o2)**

**{**

**cout<<"For "<<num<<" != "<<o2.num<<endl;**

**if(num!=o2.num)**

**{**

**cout<<"True"<<endl;**

**}**

**else**

**{**

**cout<<"False"<<endl;**

**}**

**}**

**void operator >= (op o2)**

**{**

**cout<<"For "<<num<<" >= "<<o2.num<<endl;**

**if(num>=o2.num)**

**{**

**cout<<"True"<<endl;**

**}**

**else**

**{**

**cout<<"False"<<endl;**

**}**

**}**

**void operator <= (op o2)**

**{**

**cout<<"For "<<num<<" <= "<<o2.num<<endl;**

**if(num<=o2.num)**

**{**

**cout<<"True"<<endl;**

**}**

**else**

**{**

**cout<<"False"<<endl;**

**}**

**}**

**};**

**int main()**

**{**

**op o1(1),o2(2);**

**o1==o2;**

**o1>o2;**

**o1<o2;**

**o1!=o2;**

**o1>=o2;**

**o1<=o2;**

**}**