Point Point::operator+=(Point p) {  
 x +=p.x;  
 y +=p.y;  
 return \*this;  
}  
  
Point Point::operator+(Point p) {  
 return {x+p.x, y+p.y};  
}  
  
Point &Point::operator++() {  
 x++;  
 y++;  
 return \*this;  
}  
  
const Point Point::operator++(int) {  
 x++;  
 y++;  
 return \*this;  
}  
  
Point &Point::operator--() {  
 x--;  
 y--;  
 return \*this;  
}  
  
const Point Point::operator--(int) {  
 x--;  
 y--;  
 return \*this;  
}  
  
ostream &operator<<(ostream &output, const Point &p) {  
 output << "(" << p.x << "," << p.y << ")";  
 return output;  
}  
  
istream &operator>>(istream &input, Point &p) {  
 input >> p.x;  
 input.ignore(1);  
 input >> p.y;  
 return input;  
}