11)Write a program to overload >,<,<=,>= operators to compare two class object using member functions.

//to compare two class objects using relational operators , implement using friend functions

#include<iostream>

using namespace std;

class num

{

int x;

public:

num()

{

x=0;

}

num(int x)

{

this->x=x;

}

friend int operator>(num &,num &);

friend int operator<(num &,num &);

friend int operator>=(num &,num &);

friend int operator<=(num &,num &);

friend int operator!=(num &,num &);

friend int operator==(num &,num &);

void disp(){cout<<"the num="<<x<<endl;}

};

int operator<(num &n1,num &n2){return n1.x<n2.x;}

int operator>(num &n1,num &n2){return n1.x>n2.x;}

int operator<=(num &n1,num &n2){return n1.x<=n2.x;}

int operator>=(num &n1,num &n2){return n1.x>=n2.x;}

int operator!=(num &n1,num &n2){return n1.x!=n2.x;}

int operator==(num &n1,num &n2){return n1.x==n2.x;}

int main()

{

num n1(6),n2(1),n3(7),n4(7);

cout<<"n1:";

n1.disp();

cout<<"n2:";

n2.disp();

cout<<"n3:";

n3.disp();

cout<<"n4:";

n4.disp();

if(n1>n2)

cout<<"n1 is greater than n2"<<endl;

if(n2<n3)

cout<<"n2 is less than n3"<<endl;

if(n3==n4)

cout<<"n3 is equal to n4"<<endl;

if(n1!=n2)

cout<<"n1 is not equal to n2"<<endl;

return 0;

}

OUTPUT:

