6)**Overloading stream insertion and extraction operator**

// overloading << and >> operators in c++

#include<iostream>

using namespace std;

class InsertionExtractionOperator

{

int a;

public:

friend ostream & operator <<(ostream &out, InsertionExtractionOperator &op);

friend istream & operator >>(istream &in, InsertionExtractionOperator &op);

};

ostream & operator <<(ostream &out, InsertionExtractionOperator &op)

{

out<<op.a;

return out;

}

istream & operator >>(istream &in, InsertionExtractionOperator &op)

{

in>>op.a;

return in;

}

int main()

{

InsertionExtractionOperator i1,i2;

cout<<"reading an obj\n";

cin>>i1>>i2;

cout<<"displaying an object\n";

cout<<i1<<endl<<i2;

return 0;

}

OUTPUT:

