**Problem:**  Create a class having an integer array, and create a second class having an array of objects of the first class. Now if obj is an object of the second class execute the following statement: obj[0] = obj[1] + obj[2] – obj[3]

**Source Code:**

#include <bits/stdc++.h>

using namespace std;

class sample{

int arr[3];

public:

void input();

sample operator+(sample);

sample operator-(sample);

void operator=(sample);

void output();

};

void sample :: input(){

cout << "Enter 3 integers: ";

for(int i = 0; i < 3; i++){

cin >> arr[i];

}

}

sample sample :: operator+(sample in){

sample ans;

for(int i = 0; i < 3; i++){

ans.arr[i] = arr[i] + in.arr[i];

}

return ans;

}

sample sample :: operator-(sample in){

sample ans;

for(int i = 0; i < 3; i++){

ans.arr[i] = arr[i] - in.arr[i];

}

return ans;

}

void sample :: operator=(sample in){

for(int i = 0; i < 3; i++){

arr[i] = in.arr[i];

}

}

void sample :: output(){

for(int i = 0; i < 3; i++){

cout << arr[i] << " ";

}

cout << endl;

}

class sample2{

sample arr[4];

public:

void input();

sample& operator[](int);

};

void sample2 :: input(){

for(int i = 0; i < 4; i++){

arr[i].input();

}

}

sample & sample2 :: operator[](int index){

return arr[index];

}

int main(){

sample2 obj;

sample2 obj2[3];

obj.input();

obj[0] = obj[1] + obj[2] - obj[3];

obj[0].output();

for(int I = 0; I < 3; i++){

obj2[i].input();

}

obj[0][0] = obj[1][0] + obj[2][0] – obj[3][0];

}

**Sample Input/Output:**

Enter 3 integers: 1 2 3

Enter 3 integers: 4 5 6

Enter 3 integers: 7 8 9

1 2 3