#include <iostream>

using namespace std;

class DOUBLE;

class INT

{

public:

INT(int \_number)

{

number = \_number;

}

private:

int number;

friend INT operator+(INT& a, INT& b);

friend INT operator-(INT& a, INT& b);

friend INT operator\*(INT& a, INT& b);

};

class DOUBLE

{

public:

DOUBLE(double \_number)

{

number = \_number;

}

private:

double number;

};

INT operator+(INT& a, INT& b)

{

return a.number + b.number;

}

INT operator\*(INT& a, INT& b)

{

return a.number + b.number;

}

INT operator-(INT& a, INT& b)

{

if (a.number>b.number)

return a.number - b.number;

else

return b.number - a.number;

}

int main()

{

}