#include <iostream>

using namespace std;

class Less

{

public:

Less(int value) : number(value)

{}

bool operator()(int num)

{

if (number > num) {

state = false;

return true;

}

else

return false;

}

bool getState()

{

return state;

}

private:

int number;

bool state = true;

friend ostream& operator<<(ostream& os, Less& obj);

};

ostream& operator<<(ostream& os, Less& instance)

{

if (instance.state == true)

{

os << "i have the lesstes number ever\n";

}

else

{

os << "i have the bigger number ever\n";

}

}

int main()

{

}