#include<iostream> //header files

#include<cstring> //for string

using namespace std;

class sprng //class name

{

private:

enum {SZ=80};

char str [SZ];

public:

sprng()

{

str[0]='\0';

}

sprng(char s[]) //passing arguments

{

strcpy(str,s);

}

void display()

{

cout<<str<<endl;

}

void concat(sprng s2)

{

if

(strlen(str)+strlen(s2.str)<SZ)

strcat(str,s2.str);

else

cout<<"your string is too long"<<endl;

}

};

int main()

{

sprng s1="My name is JUNAID"; //object

sprng s2("Birth plasce was Quetta CITY"); //object

sprng s3; //object

cout<<"\nstring s1 is="<<endl;

s1.display(); //all three object are displying

cout<<"\nstring s2 is="<<endl;

s2.display();

cout<<"\nstring s3 is="<<endl;

s3.display();

s3=s1;

cout<<"\nstring s3="<<endl;

s3.display();

s3.concat(s2); //adding strings

cout<<"\nstring s3 is="<<endl;

s3.display();

cout<<endl;

getchar();

getchar();

return 0;

}