#include<iostream>

using namespace std;

class ivalue

{

private:

int value;

public:

ivalue(): value(0) //no argument

{}

ivalue(int i): value(i) // 1 argument pass

{}

void add\_time(ivalue i2,ivalue i3)

{

cout<<"adding of i1 and i2"<<endl;

value=i2.value+i3.value;

}

void display()

{

cout<<value<<endl;

}

};

void main()

{

system("color b0");

ivalue i1 (25);

ivalue i2 (75);

ivalue i3;

i3.add\_time(i1,i2);

cout<<"i1 object"<<endl;

i1.display();

cout<<"i2 object"<<endl;

i2.display();

cout<<"i3 object="<<endl;

cout<<"The total is="<<endl;

i3.display();

getchar();

getchar();

}