#include<iostream>

using namespace std;

class distancee

{

private:

int feet;

float inches;

public:

distancee()

{

feet=0;

inches=0;

}

distancee(int ft,float in)

{

feet=ft;

inches=in;

}

void get()

{

cout<<"Enter value of feet"<<endl;

cin>>feet;

cout<<"Enter value of inches"<<endl;

cin>>inches;

}

void show()//const

{

cout<<"\nThe value of feet are=";

cout<<feet;

cout<<"\nThe value of inches are=";

cout<<inches;

}

distancee operator + (distancee);//const;

};

distancee /\* return type\*/ distancee/\*name of class\*/ ::operator + (distancee d2)//const

{

int f=feet+d2.feet;

float i=inches+d2.inches;

if(i>=12)

{

i-=12.0;

f++;

}

return distancee(f,i);

}

int main()

{

distancee d1;

distancee d2(11,6.25);

distancee d3;

distancee d4;

d1.get();

d3=d1+d2;

d4=d1+d2+d3;

cout<<"The distancee result is";

cout<<"\n\n\n";

cout<<"The distancee d1";

d1.show();

cout<<"\n\nThe distancee d2";

d2.show();

cout<<"\n\nThe distancee d3";

d3.show();

cout<<"\n\nThe distancee d4";

d4.show();

getchar();

getchar();

}