// the process of defining addtional meaning of opearator is known as operator overlaording

#include<iostream>

using namespace std;

class count

{

private:

int a;

public:

count()

{

a=0;

}

void show()

{

cout<<"The value of a is= "<<a<<endl;

}

count operator++()

{

count temp;

a=a+1;

temp.a=a;

return temp;

}

count operator++(int)

{

count temp;

a=a+1;

temp.a=a;

return temp;

}

};

int main()

{

count obj1;

count obj2;

obj1.show();

obj2.show();

++obj1;

++obj1;

++obj1;

obj1.show();

obj2++;

obj2++;

obj2.show();

getchar();

getchar();

return 0;

}