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#include<iostream>
using namespace std;

class MyArray{
    int *A;
    int N;
public:
    MyArray();
    MyArray(int n,int v);
    ~MyArray();
    int Length();
    int& operator [](int i);
    MyArray operator + (const MyArray &arr);
    MyArray& operator = (const MyArray &arr);
    friend ostream& operator <<(ostream &out,const MyArray& arr);
    friend istream& operator >>(istream &in, MyArray& arr);

    int& Min();
    int& Max();
    void SortAsc();
    void SortDesc();
    int Search(int x);
    void Remove(int x);

};

MyArray::MyArray()
{
    N=0;
    A=NULL;
}

MyArray::MyArray(int n,int v)
{
    N=n;
    A=new int[n];
    for(int i=0;i<n;i++)
        A[i]=v;
}

MyArray::~MyArray()
{
    delete[]A;
}

int MyArray::Length()
{
    return N;
}

int& MyArray::operator [](int i)
{
    return A[i];
}

MyArray& MyArray::operator = (const MyArray &arr)
{
    N=arr.N;

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        if(A!=NULL)
            delete[]A;
        A=new int[N];
        for(int i=0;i<N;i++)
            A[i]=arr.A[i];
        return *this;
    }
MyArray MyArray::operator + (const MyArray &arr)
{
    MyArray t(arr.N+N,0);

    int i;
    for(i=0;i<N;i++)
        t[i]=A[i];
    for(int j=0;j<arr.N;j++)
        t[i++]=arr.A[j];
    return t;
}
ostream& operator <<(ostream &output,const MyArray& arr)
{
    for(int i=0;i<arr.N;i++)
        output<<arr.A[i]<<" ";
    output<<endl;
    return output;
}
istream& operator >>(istream &input, MyArray& arr)
{
    cout<<"Nhap mang: "<<endl;
    cout<<"Nhap so luong phan tu: ";
    input>>arr.N;
    if(arr.A!=NULL)
        delete[]arr.A;
    arr.A=new int[arr.N];
    for(int i=0;i<arr.N;i++)
    {
        cout<<"Nhap pt thu "<<i<<": ";
        input>>arr.A[i];
    }
    return input;
}
int main()
{
    MyArray ma(10,5),ma1(4,2),ma2;

    cout<<"Mang 1: ";
    cin>>ma;
    cout<<"Mang 2: ";
    cin>>ma1;
    cout<<"Cong 2 mang: ";
    ma2=ma1+ma;

    cout<<ma2;

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}