**LAB 7 – CALL BY REFERENCE, CALL BY VALUE, RETURNING REFERENCE**

#include <iostream>

using namespace std;

class Time

{

int hours;

int minutes;

public:

Time() {}

Time(int hours, int minutes)

{

this->hours=hours;

this->minutes=minutes;

}

void puttime()

{

cout << hours << endl;

cout << minutes << endl;

}

void update()

{

int hours, minutes;

cout << "Enter the value of hours";

cin >> hours;

cout << "Enter the value of minutes";

cin >> minutes;

this->hours=hours;

this->minutes=minutes;}

friend Time sum(Time t1, Time t2);

friend void modify(Time &t);

};

Time sum(Time t1, Time t2)

{

Time t;

t.minutes = t1.minutes + t2.minutes;

t.hours = t.minutes/60;

t.minutes = t.minutes % 60;

t.hours = t.hours + t1.hours + t2.hours;

return t;

}

void modify(Time &t)

{

t.hours=t.hours + 1;

t.minutes=t.minutes+10;

}

int main()

{

Time t1(2,45), t2(3,30), t3;

cout << "Before Updation";

t1.puttime();

t1.update();

t1.puttime();

cout << "Before Modification";

modify(t1);

t1.puttime();

t3=sum(t1,t2);

t3.puttime();

return 0;

}