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| <pre> #include <iostream.h> class Integer { int i; public: Integer():i(0) {} Integer(int ii):i(ii) {} Integer(const Integer& I){i=I.i;} ~Integer() {} Integer& operator=(const Integer& I) { i = I.i; return *this; } Integer operator+(const Integer& I) { Integer I1(i+I.i); return I1; } Integer& operator+=(const Integer& I) { i += I.i; return *this; } Integer& operator++() { ++ i; return *this; } Integer operator++(int dummy) { Integer I(i); ++ i; return I; } int operator[](int _i) { int iMask = 1 << _i; return (iMask & i)?1:0; } int operator()(int _i, int _j) { int iMask1 = 1<<_i,iMask2 = 1<<_j, iBit1 = (iMask1 & i)?1:0, </pre> | <pre> friend ostream& operator<<(ostream& os, const Integer& I); friend istream& operator>>(istream& is, Integer& I); operator int() { return i; } }; ostream& operator<<(ostream& os, const Integer& I) { os << I.i; return os; } istream& operator>>(istream& is, Integer& I) { is >> I.i; return is; } int main() { Integer i1(2), i2 = i1, i4; i4 = i1 ++ + ++ i2; i4 += 1+i1; cout << i4 << " Bit 0:" << i4[0]; cout << " Bit 1:" << i4[1] << endl; cout << "Bit 0 & Bit 1:" << i4(0,1) << endl; cout << "Bit 1 & Bit 3:" << i4(1,3) << endl; return 0; } </pre> |
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