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//_____file___ my.h_____
#include <stdio.h>
#include<stdlib.h>
#define N 5
class my
{
    int x[N],n;
public:
    my( );
    my &operator --(void);
    my operator --(int);
    my operator +(const my &);
    my operator *(int);
    friend my operator * (int,const my &);
    friend void pr(const my &);
};
//_____file my.cpp_____
#include"my.h"
my::my()
{
    n=N;
    for (int i=0;i<N;i++)
        x[i]=rand()%11;
}
my my::operator +(const my &v)
{
    my tmp; tmp.n=(n<v.n?v.n:n);
    for (int i=0;i<n;i++)
        tmp.x[i]=x[i]+v.x[i];
    return tmp;
}
my operator * (int r,const my &v) //(int)*v
{

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        my tmp ; tmp.n=v.n;

        for (int i=0;i<v.n;i++)
            tmp.x[i]=r*v.x[i];

        return tmp;
    }

my my::operator * (int r) //v*(int)
{
    my tmp; tmp.n=n;

    for (int i=0;i<n;i++)
        tmp.x[i]=x[i]*r;

    return tmp;

}

my &my::operator --() // --v;
{
    n--;

    if(n<0)n=0;return *this;
}

my my::operator --(int ) // v--;
{
    my tmp; tmp.n=n;

    for (int i=0;i<n;i++)
        tmp.x[i]=x[i];

    n--;if(n<0)n=0;return tmp;
}

void pr(const my &v)
{
    for (int i=0;i<v.n;i++)
        printf("%d ",v.x[i]);

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        printf("\n");
    }
//_____file____main.cpp
#include"my.h"
int main()
{
    my v1,v2;
    pr(v1);
    v2= v1-- * (-1)+(1)* --v1;
    pr(v1);
    pr(v2);
    return 0;
}
```