Anonymous Objects in C++

Anonymous objects are created without assigning a reference to them. Thus, they can be used only once (i.e. in the same statement only). e.g.

```cpp
#include <bits/stdc++.h>
using namespace std;

class Math {
    public:
        int add(int x, int y) { return x + y; }
        int mul(int x, int y) { return x * y; }
};

int main()
{
    cout << Math().add(5,6) << endl;
    cout << Math().mul(5,6) << endl;
    return 0;
}
```

Output:

```
11
30
```

In the above code, in each of the *cout* statements, a new instance of the *Math* class is instantiated and then the said operation is performed. Thus, there is no way to reference those objects afterword since there is no reference attached to them.