

## Class to Class type conversion- by using Casting Operator function:

```
#include <iostream>
```

```
using namespace std;
```

```
class A
```

```
{
```

```
public:
```

```
    int a;
```

```
    int b;
```

```
    A()
```

```
{
```

```
    a=0;
```

```
    b=0;
```

```
}
```

```
void getA()
```

```
{
```

```
    cout<<a<<endl;
```

```
    cout<<b<<endl;
```

```
}
```

```
};
```

```
class B
```

```
{
```

```
public:
```

```
    int x;
```

```
    int y;
```

```
    B()
```

```
{
```

```
    x=10;
```

```
    y=20;
```

```
}
```

```
void getB()
```

```
{
```

```
    cout<<x<<endl;
```

```
    cout<<y<<endl;
```

```
}
```

```
operator A()
```

```
{
```

```
    A m;
```

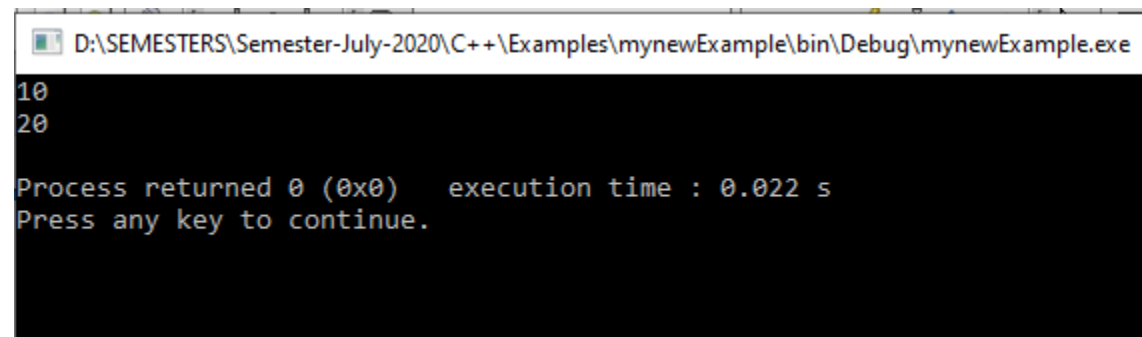
```
    m.a=x;
```

```
    m.b=y;
```

```
    return m;
```

```
    }  
};  
int main()  
{  
    A a1;  
    B b1;  
    a1=b1;  
    a1.getA();  
    return 0;  
}
```

Output:



```
D:\SEMESTERS\Semester-July-2020\C++\Examples\mynewExample\bin\Debug\mynewExample.exe  
10  
20  
  
Process returned 0 (0x0)   execution time : 0.022 s  
Press any key to continue.
```