

the code is explained in step by step:

```
#include<iostream>
```

```
using namespace std;
```

```
class ManchesterUnited {
```

```
private:
```

```
    int coach;
```

```
    int player;
```

```
public:
```

```
    ManchesterUnited(int c, int p) {
```

```
        coach = c;
```

```
        player = p;
```

```
    }
```

```
    void getData() {
```

```
        cout << "Coach: " << coach << endl;
```

```
        cout << "Player: " << player << endl;
```

```
    }
```

```
    ManchesterUnited operator++(int) {
```

```
        ManchesterUnited temp(coach, player);
```

```
        coach++;
```

```
        player++;
```

```
        return temp;
```

```
    }
```

```
    bool operator<(ManchesterUnited& other) {
```

```

        return (coach + player) < (other.coach + other.player);
    }
};

```

1. The code starts by including the necessary headers and defining the `ManchesterUnited` class.
2. The `ManchesterUnited` class has two private integer member variables `coach` and `player` and one public constructor that takes two integer arguments to initialize the values of `coach` and `player`.
3. The class also has a public member function named `getData` that displays the current values of `coach` and `player`.
4. The class has two overloaded operators: `operator++(int)` and `operator<`.
5. The `operator++(int)` function performs the post-increment operation on the `coach` and `player` member variables of the `ManchesterUnited` class, returns a copy of the original `ManchesterUnited` object, and increments the `coach` and `player` member variables.
6. The `operator<` function takes a reference to another `ManchesterUnited` object and returns a boolean value indicating whether the sum of `coach` and `player` of the current object is less than that of the other object.

7. In the main function:

```

int main() {
    ManchesterUnited ronaldo(4, 5);
    ronaldo++;
    ManchesterUnited fernandes(5, 6);
    cout << "Before incrementing Ronaldo: " << (ronaldo < fernandes) << endl;
}

```

```
ronaldo++;  
cout << "After incrementing Ronaldo: " << (ronaldo < fernandes) << endl;  
return 0;  
}
```

8. Two objects, `ronaldo` and `fernandes`, of the `ManchesterUnited` class are created, with initial values of `(4, 5)` and `(5, 6)` respectively.
9. The post-increment operator `operator++(int)` is called on `ronaldo` using the syntax `ronaldo++`, which increments the `coach` and `player` member variables of `ronaldo`.
10. The overloaded `<` operator is called to compare the sum of `coach` and `player` of `ronaldo` and `fernandes` before and after the post-increment operation on `ronaldo`.
11. Finally, the results of the comparison are printed to the console.