

integer.cpp

```
#include <iostream>
using namespace std;

class integer {           // int - Variable in class verpacken
private:
    int i;
public:
    integer(int i=0):i(i){
        cout<<"integer-Objekt i = "<<this->i<<endl;
    }

    int get(){ return i; }

    void set(int i=0){ this->i = i; }

    static integer add(integer i1, integer i2){
        return i1.i + i2.i;
    }
};

int main(){
    integer i0(5);
    cout<<"i0.i = "<<i0.get()<<endl;
    cout<<"i0.i + i0.i = "<<integer::add(i0, i0).get()<<endl;
    integer i3 = integer::add(i0, i0);
    cout<<"i3.i = "<<i3.get()<<endl;
    i0.set(22);
    cout<<"i0.i = "<<i0.get()<<endl;
    cin.get();
}

/*
integer-Objekt i = 5
i0.i = 5
integer-Objekt i = 10
i0.i + i0.i = 10
integer-Objekt i = 10
i3.i = 10
i0.i = 22
*/
```