

```
#include<iostream> // Includes the input-output stream library for basic input/output operations.

using namespace std; // Allows usage of standard library names without explicitly using the "std::"
prefix.
```

```
//class variable should be different from the other variable
```

```
class Maximum { // Defines a class named "Maximum" to encapsulate related functionality.
```

```
    public: // Access specifier, makes the following members accessible outside the class.
```

```
    int max(int x, int y) { // Method to determine the maximum of two integers x and y.
```

```
        int max_val = (x > y) ? x : y; // Ternary operator to compare x and y, assigns the larger value to
max_val.
```

```
        return max_val; // Returns the maximum value.
```

```
    }
```

```
};
```

```
int main() { // Entry point of the program.
```

```
    int a1; // Declares an integer variable to store the maximum value.
```

```
    Maximum m1; // Creates an object of the "Maximum" class.
```

```
    a1 = m1.max(4, 5); // Calls the "max" method with arguments 4 and 5, and stores the result in a1.
```

```
    cout << "max= " << a1 << endl; // Outputs the maximum value stored in a1 to the console.
```

```
    return 0; // Indicates successful termination of the program.
```

```
}
```

```
#include<iostream>//includes the input-output stream library for the basic input.output operations.
```

```
using namespace std;//allows usage of standard library names without explicitly using the
"std::"prefix
```

```
//class variable shold be eifferent from the other variable
```

```
class Minimun{//Defines a class names Minimum" to encapsulate related functionality.
```

```
    public://Access specifier,makes the following members accessible outside the class.
```

```
    int min(int x, int y){//method to determine the Minimum to two integers x and y.
```

```
        int min_val=(x<y)?x:y;//ternary operator to compare x and y, assigns the smaller
value to min_val
```

```

        return min_val; //returns the min value
    }
};

```

```

#include<iostream>//includes the input-output stream library for the basic input.output operations.

using namespace std;//allows usage of standard library names without explicitly using the
"std::"prefix

//class variable should be different from the other variable

class Nonzero{//Defines a class named "Nonzero" to encapsulate related functionality.

    public://Access specifier,makes the following members accessible outside the class.

    int find(int x, int y){//method to determine the nonzero term to two integers x and y.

        int val=(x==0)?x:y;//ternary operator to compare x and y, assigns the nonzero value
to val

        return val; //returns the value

    }

};

int main(){ //entry point of the program.

    int a1; //declares an integer variable to store the value.

    Nonzero m1;//creates an object of the "NONZERO" value.

    a1=m1.find(0,2);//calls the "find" method with the arguments 10 and 6 ,and stores the result in a1.

    cout<<"nonzero element ="<<a1<<endl; //output value stored a1 to the console.

    return 0;//indicates successful termination of the program.

}

```