```
//scope resolution operator(::)
#include<iostream>
using namespace std;
int max_val=9;//Global variable declared and defined
//Here [ max_val ] is a global variable
//while using this we are using scope resolution operator
class Max{
        public:
        int max(int x, int y){
        int max_val=(x > y) ? x : y; //teritiary operator
        //if its true 1st value(x) will be printed else (y) is printed
        //two operations at one time.
        return max_val;
}
};

int main(){
        int max_val=4;//Local Variable with the same name declared and defined
        //Here the same [ max_val ] act as the local variable.
        Max m1;
        int a2=m1.max(7,8); //variable declared when required
        cout<< a2 << endl;
        cout<<max_val<<endl;//Printing the local variable
        cout<<::max_val<<endl;//Printing the global variable
        //(::)is the scope resoultion to find the global variabe
}
```

```
//scope resolution operator(::)
#include<iostream>
using namespace std;
int Add_val=9;//Global variable declared and defined
//Here [ Add_val ] is a global variable
```

```
//while using this we are using scope resolution operator
class add{
        public:
        int val(int x, int y){
        int val=(x + y < x) ? x : y; //teritiary operator
        //if its true 1st value(x) will be printed else (y) is printed
        //two operations at one time.
        return val;
}
};
int main(){
        int Add_val=4;//Local Variable with the same name declared and defined
        //Here the same [ Add_val ] act as the local variable.
        add m1;
        int a2=m1.val(7,8); //variable declared when required
        cout<<"x+y="<<a2 << endl;
        cout<<"x val="<<Add_val<<endl;//Printing the local variable
        cout<<"original global value ="<<::Add_val<<endl;//Printing the global variable
}
```

```
//scope resolution operator(::)
#include<iostream>
using namespace std;
int Num=9;//Global variable declared and defined
//Here [ Num ] is a global variable
//while using this we are using scope resolution operator
class dif{
        public:
        int val(int x, int y){
        int val=(x/y!=0) ? x : y-y; //teritiary operator
        //if its true 1st value(x) will be printed else (y) is printed
```

```
        //two operations at one time.
        return val;
}

};

int main(){
        int Num=4;//Local Variable with the same name declared and defined
        //Here the same [ Num ] act as the local variable.
        dif m1;
        int a2=m1.val(7,8); //variable declared when required
        cout<<"x/y!=0 the: "<<a2 << endl;
        cout<<"x val="<<Num<<endl;//Printing the local variable
        cout<<"original global value ="<<::Num<<endl;//Printing the global variable
}
```