**11. Write class Time having data members hours, minutes and seconds .Implement Operator Overloading using member function to overload the ‘ - ‘ operator to subtract two Time objects.**

**Code:**

#include<iostream>

using namespace std;

class Time{

private:

int hours,minutes,seconds;

public:

Time(){

hours=minutes=seconds=0;

}

void input(){

cout<<"enter hours:";

cin>>hours;

cout<<"enter minutes: ";

cin>>minutes;

cout<<"enter seconds: ";

cin>>seconds;

}

void display(){

cout<<"\nHH:MM::SS="<<hours<<":"<<minutes<<":"<<seconds;

}

Time operator-(Time s2){

Time s;

if(hours>=s2.hours){

if(minutes>=s2.minutes){

if(seconds>=s2.seconds){

s.hours=hours-s2.hours;

s.minutes=minutes-s2.minutes;

s.seconds=seconds-s2.seconds;

return(s);

}

else{

s.hours=hours-s2.hours;

s.minutes=minutes-1-s2.minutes;

s.seconds=seconds+60-s2.seconds;

return(s);

}

}

else{

if(seconds>=s2.seconds){

s.hours=hours-1-s2.hours;

s.minutes=minutes+60-s2.minutes;

s.seconds=seconds-s2.seconds;

return(s);

}

else{

s.hours=hours-1-s2.hours;

s.minutes=minutes+60-1-s2.minutes;

s.seconds=seconds+60-s2.seconds;

return(s);

}

}

}

else{

if(minutes>=s2.minutes){

if(seconds>=s2.seconds){

s.hours=s2.hours-1-hours;

s.minutes=s2.minutes+60-1-minutes;

s.seconds=s2.seconds+60-seconds;

return(s);

}

else{

s.hours=s2.hours-1-hours;

s.minutes=s2.minutes+60-minutes;

s.seconds=s2.seconds-seconds;

return(s);

}

}

else{

if(seconds>=s2.seconds)

{

s.hours=s2.hours-hours;

s.minutes=s2.minutes-1-minutes;

s.seconds=s2.seconds+60-seconds;

return(s);

}

else{

s.hours=s2.hours-hours;

s.minutes=s2.minutes-minutes;

s.seconds=s2.seconds-seconds;

return(s);

}

}

}

}

};

int main()

{

Time t1,t2,t3;

cout<<"Enter Time for 1st object:\n";

t1.input();

cout<<"Enter Time for 2nd object:\n";

t2.input();

cout<<"\nTime of 1st object: ";

t1.display();

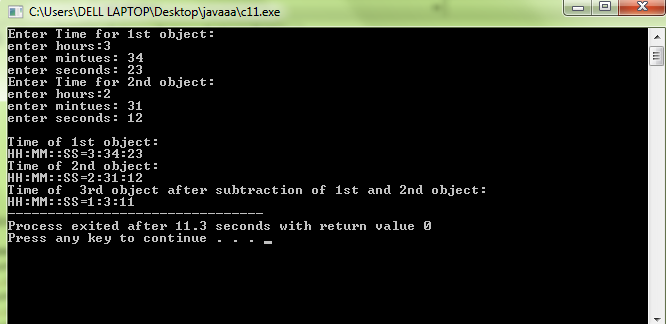
cout<<"\nTime of 2nd object: ";

t2.display();

t3=t1-t2;

cout<<"\nTime of 3rd object after subtraction of 1st and 2nd

**Output:**

****