1)arithmetic operations using friend function:

#include<iostream>

using namespace std;

class B;

class A{

public:

int a;

A()

{

cout<<"enter a";

cin>>a;

}

friend void operator+(A,B);

friend void operator-(A,B);

friend void operator\*(A,B);

friend void operator/(A,B);

};

class B

{

public:

int b;

B()

{

cout<<"enter b";

cin>>b;

}

friend void operator+(A,B);

friend void operator-(A,B);

friend void operator\*(A,B);

friend void operator/(A,B);

};

void operator +(A A1,B B1)

{

cout<<"addition is";

cout<<A1.a+B1.b<<endl;

}

void operator -(A A1,B B1)

{

cout<<"subtraction is";

cout<<A1.a-B1.b<<endl;

}

void operator \*(A A1,B B1)

{

cout<<"multiplication is";

cout<<A1.a\*B1.b<<endl;

}

void operator /(A A1,B B1)

{

cout<<"division is";

cout<<A1.a/B1.b<<endl;

}

int main(){

A a1;

B b1;

a1+b1;

a1-b1;

a1\*b1;

a1/b1;

return 0;

}

