Week 7-8-9

Q10. Overload unary operator – to negate the sign of the object

number.

#include <iostream>

using namespace std;

class Number {

public:

int value;

Number(int v) : value(v) {}

Number operator-() { // Overloading unary minus operator

return Number(-value);

}

};

int main() {

Number num(10);

Number negNum = -num; // Using overloaded operator

cout << "Original Value: " << num.value <<

", Negated Value: " << negNum.value;

return 0;

}