***ASSIGNMENT 03***

***OBJEST ORIENTED PROGRAMMING***

* ***SOLUTION:***

#include <stdlib.h>

#include <string>

#include<iostream>

using namespace std;

class bMoney

{

private:

long double money;

public:

bMoney()

{

}

bMoney(string mon)

{

money = stold(mon);

}

void get\_money()

{

cout << "enter the money" <<endl;

cin >>money;

}

void disp\_money()

{

cout << money <<endl;

}

bMoney operator + (bMoney b1)

{

bMoney temp;

temp.money = money + b1.money;

return temp;

}

bMoney operator - (bMoney b1)

{

bMoney temp;

temp.money = money - b1.money;

return temp;

}

bMoney operator \* (long double b1)

{

bMoney temp;

temp.money = money \* b1;

return temp;

}

bMoney operator / (long double b1)

{

bMoney temp;

temp.money = money / b1;

return temp;

}

long double operator / (bMoney b1)

{

long double temp;

temp = money / b1.money;

return temp;

}

};

int main()

{

int o;

long double c,z;

string x,y;

do

{

cout << "1- Continue" << endl;

cout << "2- Exit " << endl;

cout << "

if(o == 1)

{

cout << "enter string 1"<<endl;

cin >>x;

cout << "enter string 2"<<endl;

cin >>y;

cout << "enter the floating point"<<endl;

cin >>z;

bMoney b1(x),b2(y);

bMoney a0,a1,a2,a3;

a0 = b1 + b2;

a1 = b1 - b2;

a2 = b1 \* z;

a3 = b1 / z;

c = b1 / b2;

cout <<"\tstring1 + string2 = ";

a0.disp\_money();

cout <<"\tstring1 - string2 = ";

a1.disp\_money();

cout <<"\tstring1 \* float number = ";

a2.disp\_money();

cout <<"\tstring1 / string2 = " << c <<endl;

cout <<"\tstring1 / floating point number = ";

a3.disp\_money();

}

}while(o == 1);

}