

```
class sample
{
float a,b;

public:

sample(){}    //default constructor

sample(float x,float y)

{

a=x;

b=y;

}

sample operator +(sample);

void display()

{

cout<<"a="<<a;

cout<<"b="<<b;

}

};

sample sample::operator +(sample c)

{

sample temp;

temp.a=a+c.a;

temp.b=b+c.b;

return(temp);

}
```

```
int main()
{
    sample X,Y,Z;
    X=sample(1.5,7.25);
    Y=sample(5.25,2.15);
    Z=X+Y;
    X.display();
    Y.display();
    cout<<"sum of objects";
    Z.display();
    return 0;
}
```