

(Lecture 4) Write a program to sum two numbers using classes and objects.

```
#include <iostream>
```

```
#include <conio.h>
```

```
using namespace std;
```

```
class sum
```

```
{
```

```
int x, y, z
```

```
public:
```

```
void display ( )
```

```
{
```

```
cout << "Enter two no's: ";
```

```
cin >> x >> y;
```

```
z = x + y;
```

```
cout << "Sum = " << z;
```

```
}
```

```
};
```

```
int main ( )
```

```
{
```

```
class sum obj1, obj2;
```

```
obj1.display ( );
```

```
obj2.display ( );
```

```
getch ( );
```

```
}
```

Same program with more functions

```
#include <conio.h>
```

```
#include <iostream>
```

```
using namespace std;
```

```
class sum
```

```
{
```

```
    int x, y, z;
```

```
    public:
```

```
    void input ( )
```

```
    {
```

```
        cin >> x >> y;
```

```
    }
```

```
    void calculation ( )
```

```
    {
```

```
        z = x + y;
```

```
    }
```

```
    void display ( )
```

```
    {
```

```
        cout << "Sum = " << z;
```

```
    }
```

```
};
```

```
int main ( )
```

```
{
```

```
    class sum obj ( );
```

```
    obj.input ( );
```

```
    obj.calculation ( );
```

```
    obj.display ( );
```

```
    getch ( );
```

```
}
```