

```
1: // This program tests the overloaded + for the Time object
2: // defined in mytime.cpp
3:
4: #include <cstdlib>
5: #include <iostream>
6: #include "mytime.h"
7:
8: using namespace std;
9:
10: int main(int argc, char *argv[])
11: {
12:     //create 3 Time objects...
13:     Time a; // default constructor ( 0 hr, 0 min)
14:     Time b(5, 40); //5 hours 40 minutes
15:     Time c(2, 55); //2 hours 55 minutes
16:
17:     a.Show();
18:     b.Show();
19:     c.Show();
20:
21:     //one way to use the overloaded operator...
22:     a = b.operator+(c); //function notation
23:
24:     a.Show(); // 8 hours 35 minutes
25:
26:     //the other way to use overloaded operators...
27:     b = a + c; //operator notation
28:
29:     b.Show(); //11 hours 30 minutes
30:
31:     system("PAUSE");
32:     return EXIT_SUCCESS;
33: }
34:
```