**Spike:** 07

**Title:** Lab 07 Spike

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**Goals / deliverables:**

Get a vector matrix and manipulate is to do the following:

* Overload constructors,
* Overload +, -, +=, -=
* Overload \*, /, \*=, /=
* Overload ==, ++ and –

**Technologies, Tools, and Resources used:**

* Visual Studio
* C++
* Struct Class
* Overload keyword

**Tasks undertaken:**

* Constructed a vector class
* Created 3 int variables
* Overloaded each operator and constructor

**What we found out:**

We can manipulate how operators interact with structs and data types in C++.