C++ notes

Operator overloading

When an operator is overloaded with multiple job it is known as operator overloading

It is away to implemented compile time polymorphism

Any symbol can be used as function name

* If it is a valid operator in c language
* If it is preceded by operator keyword

You cannot overload sizeof and ?: operator

#include<conio.h>  
#include<iostream.h>

Class complex

{

Private :

Int a,b;

Public:

Void setData(int x , int y)

{

a=x;

b=y;

}

Void showdata()

{

Cout<<”\na=”<<a<<”b=”<<b;

}

Complex.add(complex c ) or by operator (complex operator+(complex x) )

{

Complex temp;

Temp.a=a+c.a;

Temp.b=b+c.b

Return(temp);

}

};

Void main()

{

Clrscr()

Complex c1,c2,c3;

C1.setdata(3,4);

C2.setdata(5,6);

C3=c1.add(c2);

C3.showdata();

Getch();

}