

Dynamic Arrays, Pointers, and Operator Overloading

Summary: You will write a program to represent an Address Book with different functionality.

Functional Requirements:

1. Each entry in the Address Book has a **full name**, **email**, and **telephone number**.
2. The Address Book must be implemented as a dynamic array. The initialize capacity of the list is 1. Whenever the list needs to be resized, simply double its previous capacity.
You cannot use vectors.

3. The functionality you need to support is as follows:

- a) An **add** function to add an entry into the Address Book.
- b) Override the **[] operator** to access the *i*th element of the list. If the index is out of bounds, return null.
- c) Override the **<< operator** to print the list. Example of acceptable output:

```
-----Address Book-----
```

```
Size: 3
```

```
John Doe
```

```
123-456-7890
```

```
john@doe.com
```

```
Jane Doe
```

```
451-231-2312
```

```
jane@doe.com
```

```
Patrick Jones
```

```
234-231-2312
```

```
patrick@gmail.com
```

```
-----
```

- d) Override the **+ operator** to return a new Address Book that has all the items of both Address Books

Suppose you had two address books, **a** and **b**, then **a + b**, would return a new Address Book that contains all the entries in **a** followed by all the entries in **b**. The entries ARE COPIES. This means that if I were to change an entry in the original address book **a**, then the corresponding entry in **a + b** will not be updated.

e) Override the * **operator** to return a new Address Book that has all the items of the Address Book multiple times.

Suppose you had an address book, **addrBook**, with 2 entries in it. Then, **addrBook * 3**, would return a new Address Book with 6 entries in it. You would make copies of the items in **addrBook** and do this process 3 times.