Lab 3 Report

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**A description of the objectives/concepts explored in this assignment including why you think they are important to this course and a career in CS and/or Engineering.**

1. Operator Overloading
   1. Operator overloading could be important in a case where you may have certain information ready to input to an instance of a class, or none. This can also be useful when conversions are needed before the member variables are assigned the arguments.
2. Private variables and Accessors and Mutators
3. “This🡪” pointer
4. Constructor overloading

**Why you designed the class the way you did initially, what changes you made because of each task and what considerations you consider important when designing classes.**