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2. (a) Program does not compile if operator<< is not defined

(b) Operator<< defined but not friend, operator does not have access to the member variable

(c) Operator<< defined and friend, operator works correctly

3. (a)void type: not compile

(b)ostream & type: work as expected, can print multiple member variables of objects

(c) const ostream & type : compile, but can only print member variable of a single class, cannot print multiple member variables because ostream is const and therefore cannot be modified by inserting stream into it in a sequence(e.g. after inserting the first object, ostream is const and another object cannot be inserted afterwards)

4.

(1) After the program builds correctly, it prits the member variable as 0.

(2) After adding a default constructor, program cannot compile because it becomes confused about which constructor to choose from when using MyClass m().

5.

MyClass m1(1);

MyClass m2(2);

cout << (m1 < m2) << endl;

cout << (m1 == m2) << endl;

m1 = m2;

cout << (m1 < m2) << endl;

cout << (m1 == m2) << endl;

MyClass m3 = m1 + m2;

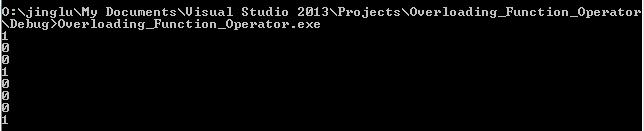
cout << (m1 < m2) << endl;

cout << (m1 == m3) << endl;

m1 = m2 = m3;

cout << (m1 < m2) << endl;

cout << (m1 == m3) << endl;



6. None of these must be const bro!

but that’s a nice thing to do cause you donot want to fking mess around with data inside the container