



Practical 7 (due 2022-09-30 @ 09:00)

Create a template-based version of practical 6 called a `GenericStorage2D` which may contain elements of any type. Some changes are required:

- Change the name of the data structure from `Matrix2D` to `GenericStorage2D`
- The `.h` and `.imp` style of file separation must be followed.
- Remove the overloaded pre-increment operator (`++objStorage`) and replace it with a stream extraction operator (`cin >> objStorage`) to allow for the insertion of data into the 2D array.
- Add the following to `GenericStorage2D`:
 - Overload the equality operator to test if `GenericStorage2D` objects contain the same data (`objStorage1 == objStorage2 == objStorage3`).
 - Overload the inequality operator to test if `GenericStorage2D` objects do not contain the same data (`objStorage1 != objStorage2 != objStorage3`).
- The `main` function must be updated to accommodate the changes to the class and to test the new operators.

Mark sheet		
	Design	5
	No-args constructor	10
	Copy constructor	10
	Parameterized constructor	10
	Assignment operator	10
	Destructor	10
	Accessors	5
	Stream extraction operator	10
	Equality operator	10
	Inequality operator	10
	Use of <code>.h</code> and <code>.imp</code> files	10
	Total	/100