#include<iostream>

using namespace std;

class Player {

char\* firstname;

char\* lastname;

double score;

int age;

public:

Player() :firstname(NULL), lastname(NULL), score(NULL), age(NULL) {}

Player(const char\* firstname, const char\* lastname, const double& score,

const int& age) {

SetFirstname(firstname);

SetLastname(lastname);

SetScore(score);

SetAge(age);

}

char\* GetFirstname()const {

return firstname;

}

char\* GetLastname()const {

return lastname;

}

double GetScore() const {

return score;

}

int GetAge()const {

return age;

}

void SetFirstname(const char\* f) {

int l = strlen(f);

this->firstname = new char[l + 1]{};

strcpy\_s(this->firstname, l + 1, f);

}

void SetLastname(const char\* lastname) {

int l = strlen(lastname);

this->lastname = new char[l + 1]{};

strcpy\_s(this->lastname, l + 1, lastname);

}

void SetScore(const double& score) {

this->score = score;

}

void SetAge(const int& age) {

this->age = age;

}

~Player()

{

delete[]firstname;

delete[]lastname;

}

friend ostream& operator<<(ostream& out, const Player& player);

friend istream& operator>>(istream& in,Player& player);

};

ostream& operator<<(ostream& out, const Player& player) {

out << "Player DATA" << endl;

out << "Firtsname : " << player.firstname << endl;

out << "Lastname : " << player.lastname << endl;

out << "Score : " << player.score << endl;

out << "Age : " << player.age << endl;

return out;

}

istream& operator>>(istream& in, Player& player) {

char\* buffer = new char[100]{};

cout << "Enter firstname : ";

cin.getline(buffer, 100);

player.SetFirstname(buffer);

delete[]buffer;

buffer = new char[100]{};

cout << "Enter lastname : ";

cin.getline(buffer, 100);

player.SetLastname(buffer);

delete[]buffer;

cout << "Enter score : ";

double score = 0;

cin >> score;

player.SetScore(score);

cout << "Enter age : ";

int age = 0;

cin >> age;

player.SetAge(age);

return in;

}

void main() {

/\*Player p("Lebron", "James Arifoglu", 99, 35);

cout << p << endl;\*/

Player p2;

cin >> p2;

cout << p2 << endl;

//cin >> p2;

//Fraction - kesr

//numerator - suret

//denumerator - mexrec

/\*

+

-

\*

/

\*/

Fraction a(10, 20);

Fraction b(1, 3);

Fraction c = a + b;

cout << c;

cin >> c;

//c += d;

Fraction d = c.plus(a);

// plus mult subt div

//-- ++

//+ - \* /

//+= -= /= \*=

}