

LABORATORY 6 – LAB ACTIVITY

1. Make sure you do not have any memory leaks in your program.
2. Add a new numeric data member to your entity class (e.g. for class **Dog**: weight, for class **Coat**: length in cm, for class **Movie**: duration in minutes, for class **Tutorial**: number of visualizations) and then overload the operator “<” for your entity: will return true if the newly added data member is less than a given integer value. Then add a new option to the administrator menu, which allows you to see all the entities in your list which have the newly added data member less than a given value (input by the user). This filtering must be done using the operator “<”.