OOP244 BREAKOUT ROOM (WEEK 5)

A. Discussion (public chat)
- use of a member operator+ to change the title of a book
- three return types: what is the difference?

void operator+(const char*);

Book operator+(const char*);

Book& operator+(const char*);

B. Coding (your Visual Studio)
Download the sample code from Blackboard (Course Documents, Week 5).
Look at the sample output. Complete the TO-DO PARTS of the sample code.

```cpp
// inline coding style
class Book{
  char m_title[31];
  int  pages;

  Book(){ // safe empty state
         strcpy(m_title, ""); pages = 0; }

  Book(const char* s, int num){ strcpy(m_title, s);
                                pages = num; }

  void display() const { // TO-DO }

  Book& operator+(const char* title) { //TO-DO }

  Book& operator+(int m){ // TO-DO }
};
```

```cpp
int main(){

    Book little, goodRead( "C++ Programming", 500)

        little.display();
        goodRead.display();

        // TO-DO: USE ONE LINE OF CODE TO CHANGE THE TITLE OF THE BOOK (little) TWO TIMES:
                "C Programming", "Python for Dummies".

        little.display();

        // TO-DO: USE ONE LINE OF CODE TO CHANGE THE PAGES OF THE BOOK (goodRead) TWO TIMES:
                600, 700.

        goodRead.display();
        return 0;
}
```

SAMPLE OUTPUT:
safe empty state!
title: C++ Programming, pages: 500
title: Python for Dummies, pages: 0
title: C++ Programming, pages: 700