

P. 861, 61-63

61. The operator overload was done incorrectly; it should return a point reference. It should only accept one const point reference as arguments (the arity is wrong). further, the implementation should not mutate "this" class, rather create a new point and mutate (then return) that.

62. Both operator overloads are patently incorrect. The first one's return type should not be void, it should return a Box reference. Similarly, the implementation is missing a return statement. The second overload is should return a Box (not reference), and its implementation should copy this-self to a temporary, apply the operator to this, and return the temporary copy.

63. Operator overload should not be declared with void return type (should be float return type). C++ likes to repeat itself because C++ likes to repeat itself, but at least it's consistent.