

```
size_ + getSize() const { return size; }
```

```
Baker& operator=(const Baker& rhs) {
```

```
    if (this != &rhs) {
```

```
        for (size_ + i=0; i < size; ++i) {
```

```
            delete treats[i];
```

```
        }
```

```
        delete [] treats;
```

```
        treats = new Treat*[rhs.capacity];
```

```
        for (size_ + i=0; i < rhs.size; ++i) {
```

```
            treats[i] = new Treat(*(rhs.treats[i]));
```

```
        }
```

```
        name = rhs.name;
```

```
        size = rhs.size;
```

```
        capacity = rhs.capacity;
```

```
    }
```

```
    return *this
```

```
}
```

```
Treat** delivers() {
```

```
    Treat** newCollection = new Treat*[capacity];
```

```
    for (size_ + i=0; i < size; ++i) {
```

```
        newCollection[i] = new Treat(*(treats[i]));
```

```
        delete treats[i];
```

```
    }
```

```
    delete [] treats;
```

```
    treats = nullptr;
```

if treats is null?
-2