```cpp
        capacity = 0;
        size = 0;
        return newCollection;
    }


};


ostream& operator<<(ostream& os, const Baker& baker){
    os << "Baker: " << baker.name << ", ";
    if (baker.size == 0){
        os << "No treats :-(";
    } else {
        for (size_t i=0; i< baker.size; ++i){
            if (i = baker.size-1){
                os << *(baker.treats[i]) << ".";
            } else {
                os << *(baker.treats[i]) << " ";
            }
        }
    }
    return os;
}
```

Can do that more easily