A <Basic> C++ Course

5 – Constructors / destructors – operator overloading

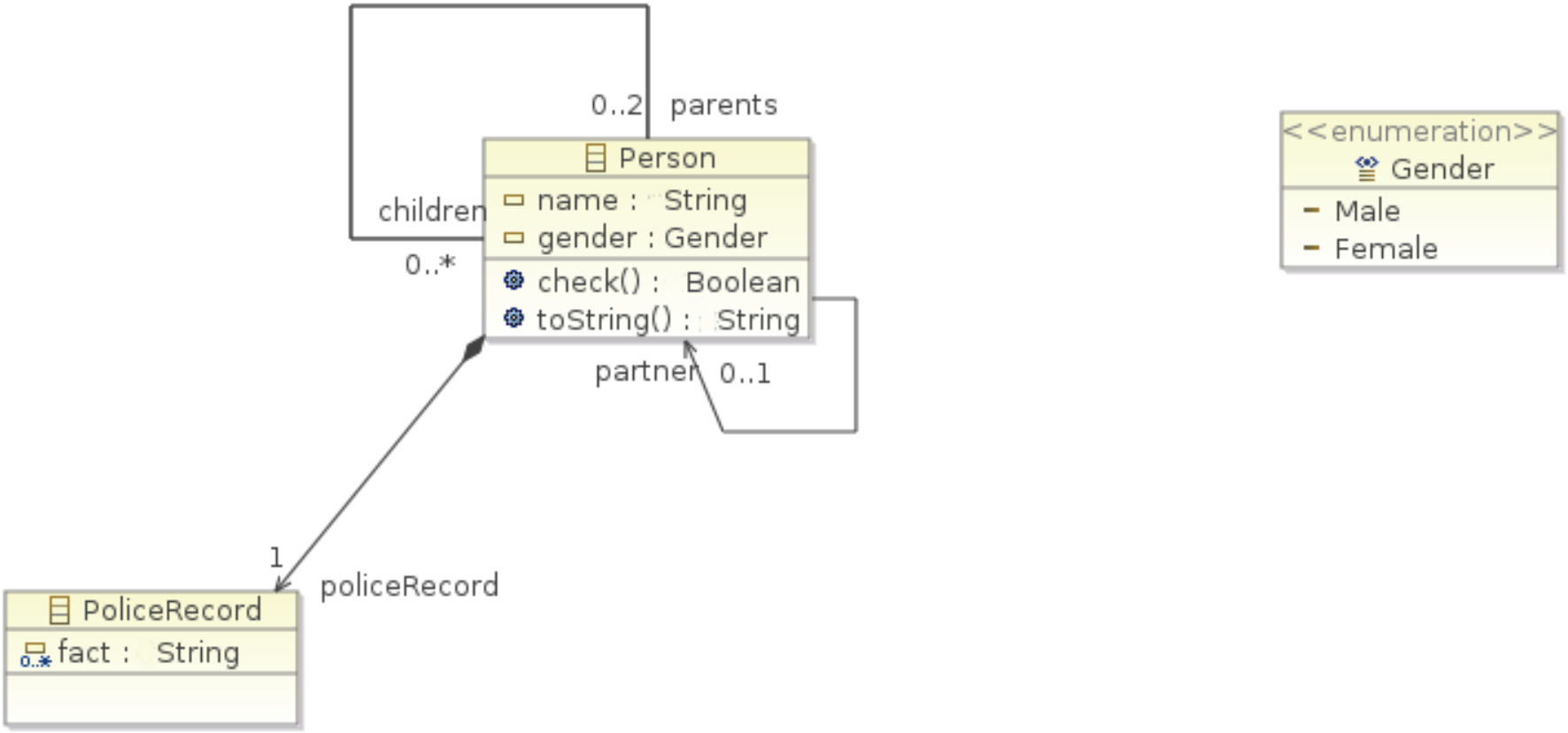
Julien Deantoni

adapted from Jean-Paul Rigault courses

This Week

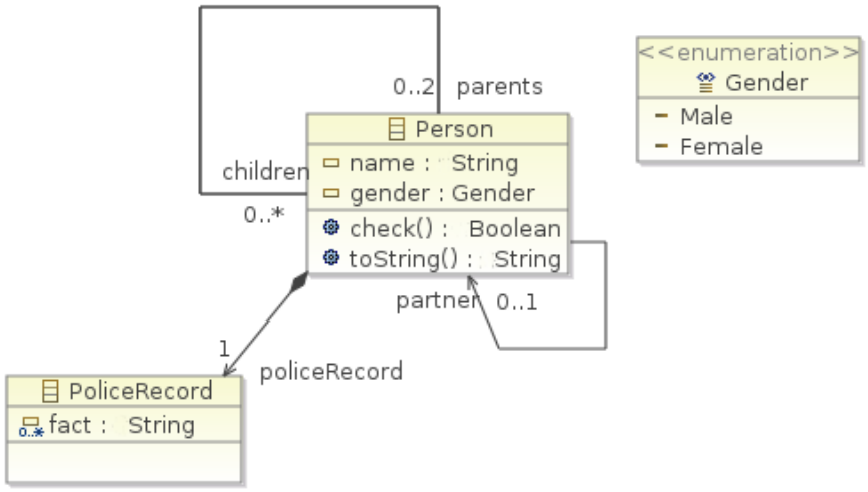
- Person ?
- A little reminder
- Constructor / destructor
- Operator overloading

Class Person



Class Person

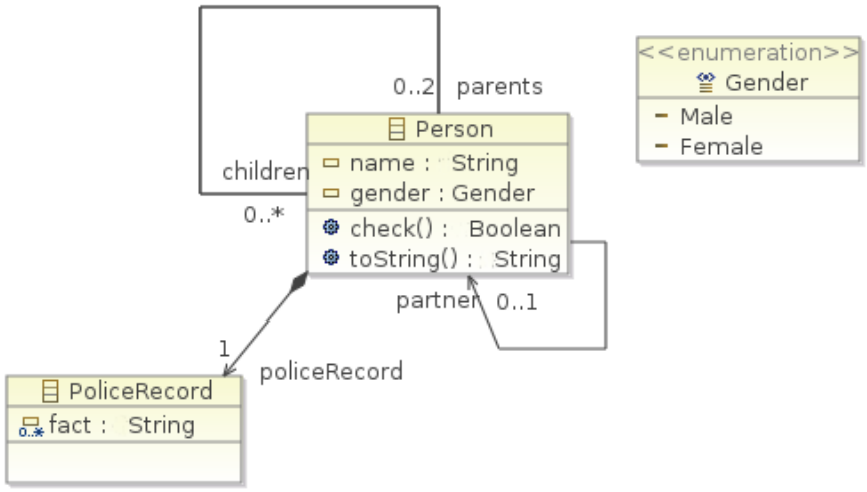
```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
```




```
};
#endif //_PERSON_H
```

Class Person

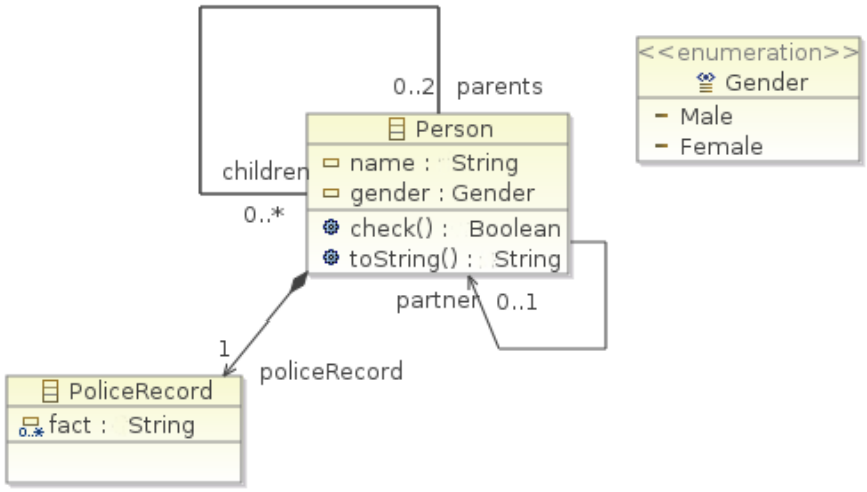
```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
    enum Gender {Male, Female};
    Gender gender;
```




```
};
#endif //_PERSON_H
```

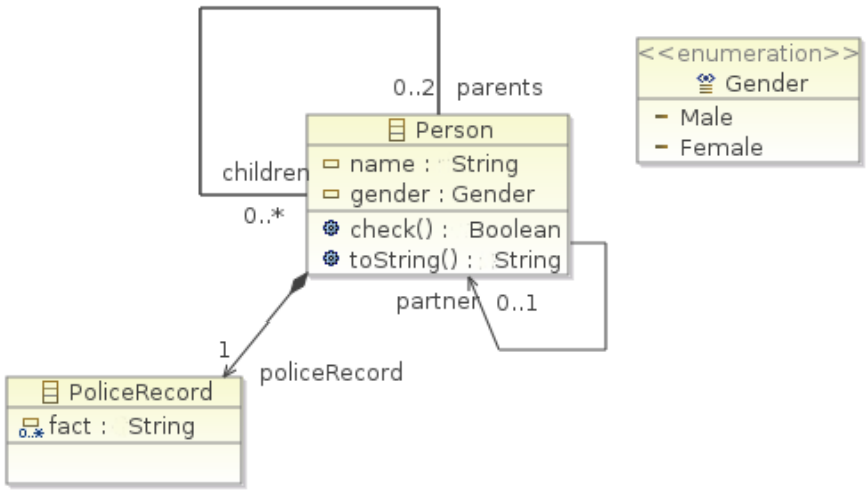
Class Person

```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
    enum Gender {Male, Female};
    Gender gender;
    std::string name;




};
#endif //_PERSON_H
```



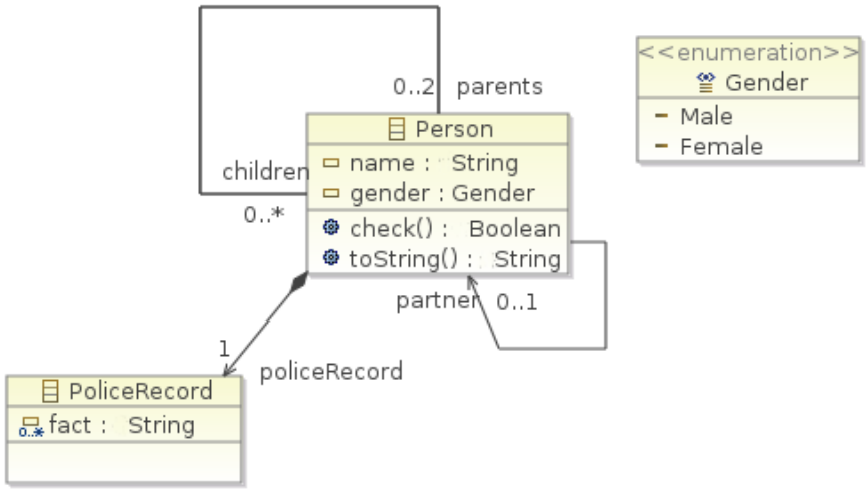
Class Person

```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
    enum Gender {Male, Female};
    Gender gender;
    std::string name;
    ???????? partner;









};
#endif //_PERSON_H
```



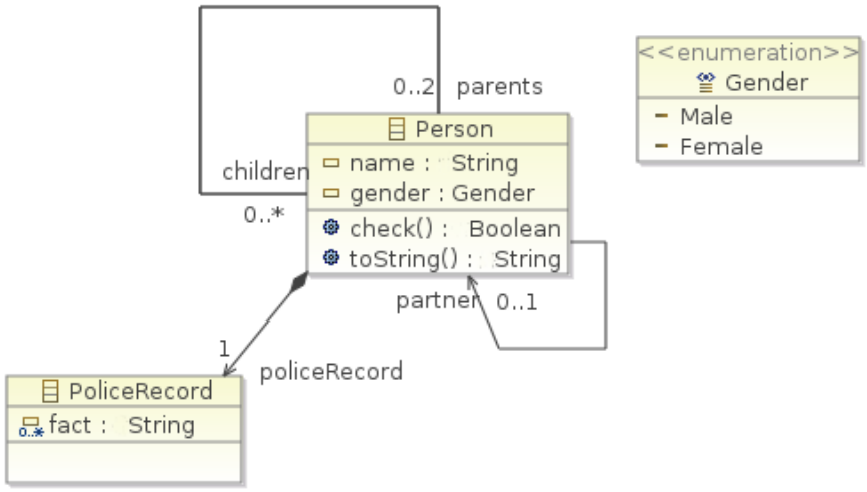
Class Person

```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
    enum Gender {Male, Female};
    Gender gender;
    std::string name;
    Person* partner = nullptr;









};
#endif //_PERSON_H
```

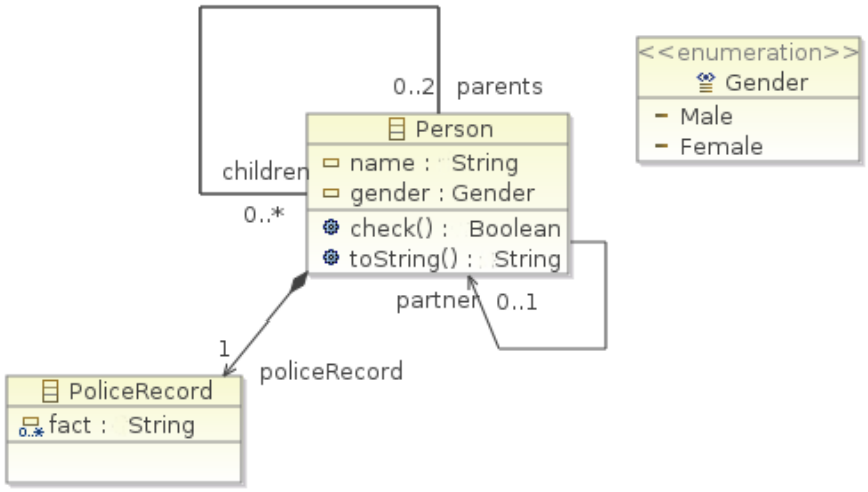


Class Person

```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
    enum Gender {Male, Female};
    Gender gender;
    std::string name;
    Person* partner = nullptr;
    ?????????? parents;




};
#endif //_PERSON_H
```

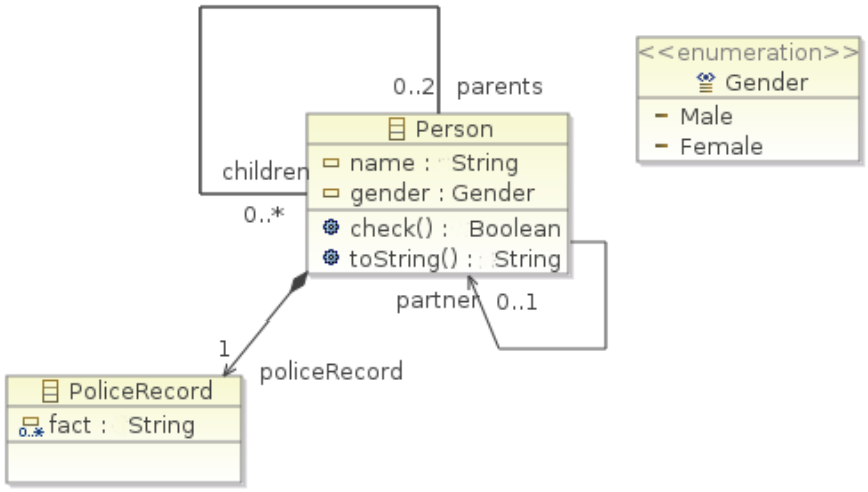


Class Person



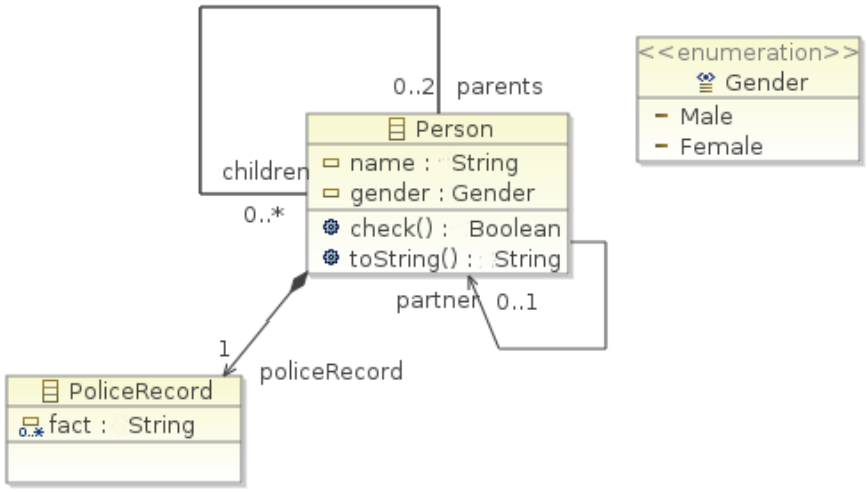

```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
    enum Gender {Male, Female};
    Gender gender;
    std::string name;
    Person* partner = nullptr;
    std::vector<Person*> parents = {nullptr, nullptr};




};
#endif //_PERSON_H
```

Class Person



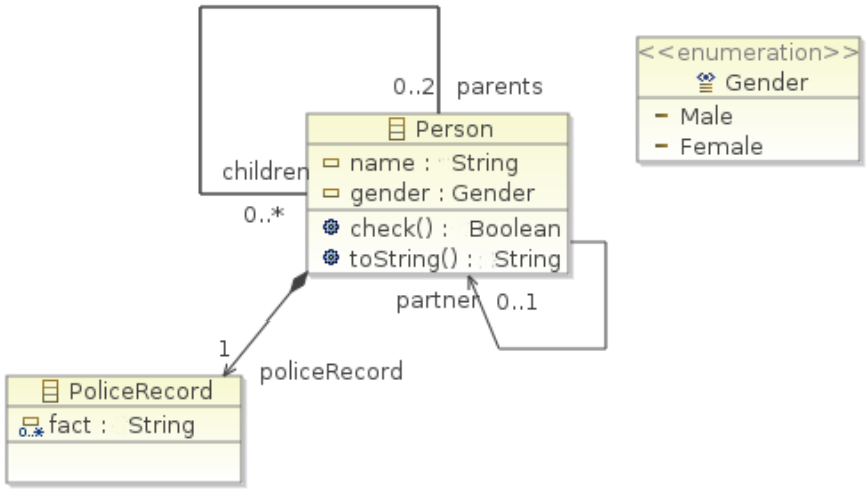

```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
    enum Gender {Male, Female};
    Gender gender;
    std::string name;
    Person* partner = nullptr;
    std::vector<Person*> parents = {nullptr, nullptr};
    ???????????????? children;




};
#endif //_PERSON_H
```

Class Person



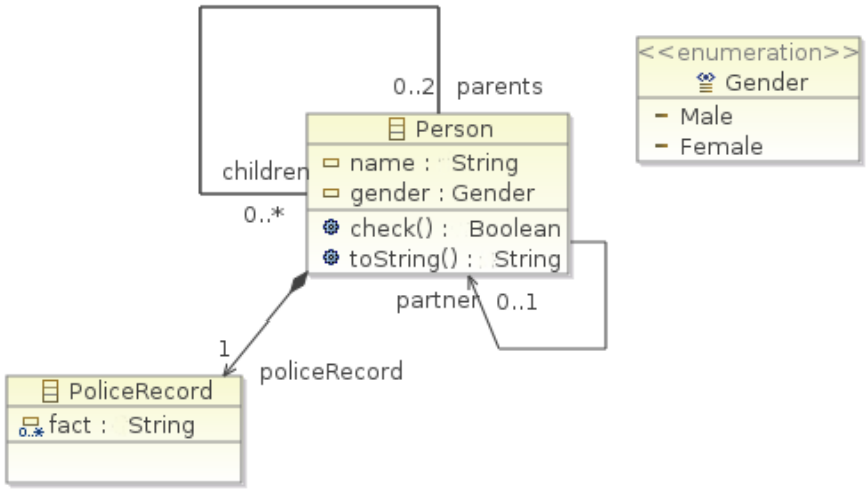

```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
    enum Gender {Male, Female};
    Gender gender;
    std::string name;
    Person* partner = nullptr;
    std::vector<Person*> parents = {nullptr, nullptr};
    std::vector<Person*> children;




};
#endif //_PERSON_H
```

Class Person



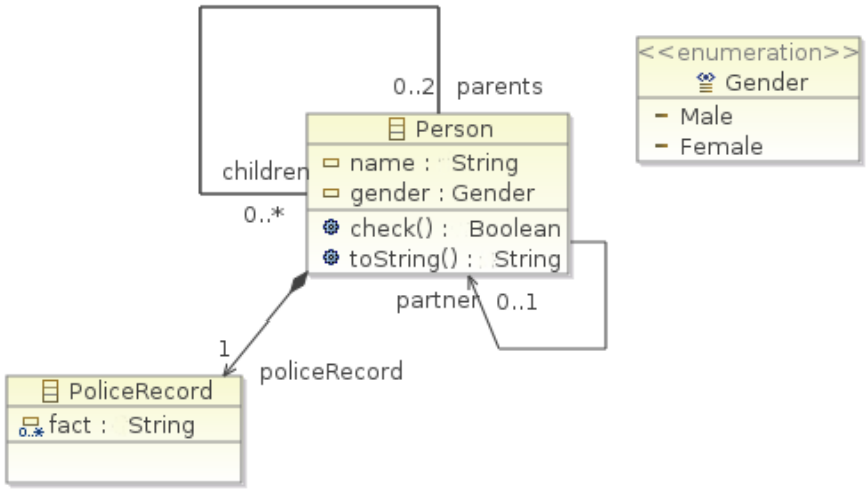

```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
    enum Gender {Male, Female};
    Gender gender;
    std::string name;
    Person* partner = nullptr;
    std::vector<Person*> parents = {nullptr, nullptr};
    std::vector<Person*> children;
    ?????????????? policeRecord;




};
#endif //_PERSON_H
```

Class Person



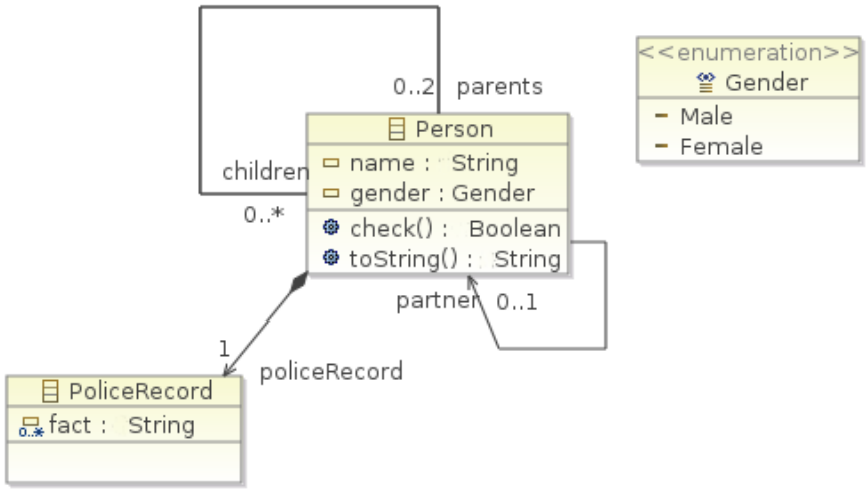

```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
    enum Gender {Male, Female};
    Gender gender;
    std::string name;
    Person* partner = nullptr;
    std::vector<Person*> parents = {nullptr, nullptr};
    std::vector<Person*> children;
    PoliceRecord policeRecord;




};
#endif //_PERSON_H
```

Class Person



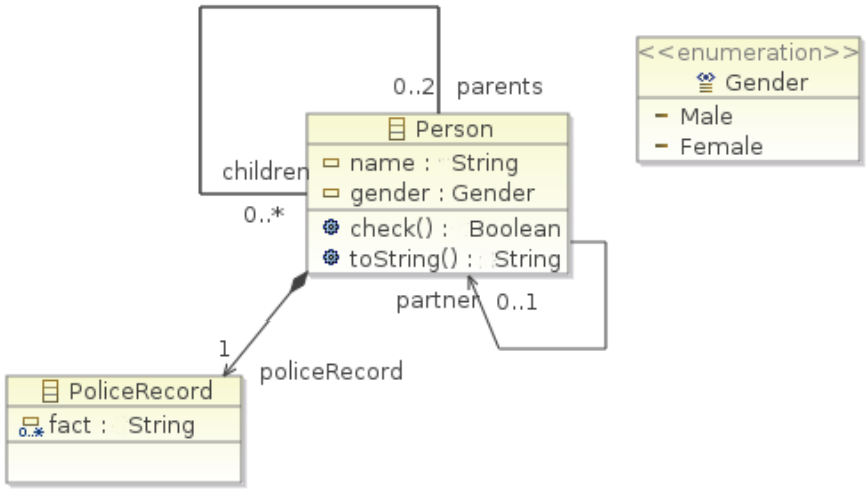

```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
    enum Gender {Male, Female};
    Gender gender;
    std::string name;
    Person* partner = nullptr;
    std::vector<Person*> parents = {nullptr, nullptr};
    std::vector<Person*> children;
    PoliceRecord policeRecord;


    Person(std::string n, Gender g);
    …

};
#endif //_PERSON_H
```

Class Person




```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
    enum Gender {Male, Female};
    Gender gender;
    std::string name;
    Person* partner = nullptr;
    std::vector<Person*> parents = {nullptr, nullptr};
    std::vector<Person*> children;
    PoliceRecord policeRecord;


    Person(std::string n, Gender g);
    void setPartner(????????? p);
    …

};
#endif //_PERSON_H
```

Class Person

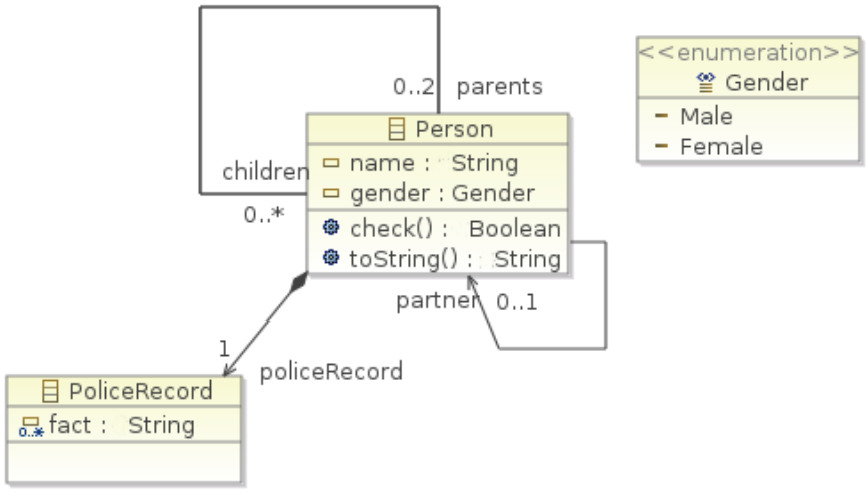



```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
    enum Gender {Male, Female};
    Gender gender;
    std::string name;
    Person* partner = nullptr;
    std::vector<Person*> parents = {nullptr, nullptr};
    std::vector<Person*> children;
    PoliceRecord policeRecord;


    Person(std::string n, Gender g);
    void setParner(Person* p = nullptr);
    …

};
#endif //_PERSON_H
```

Class Person

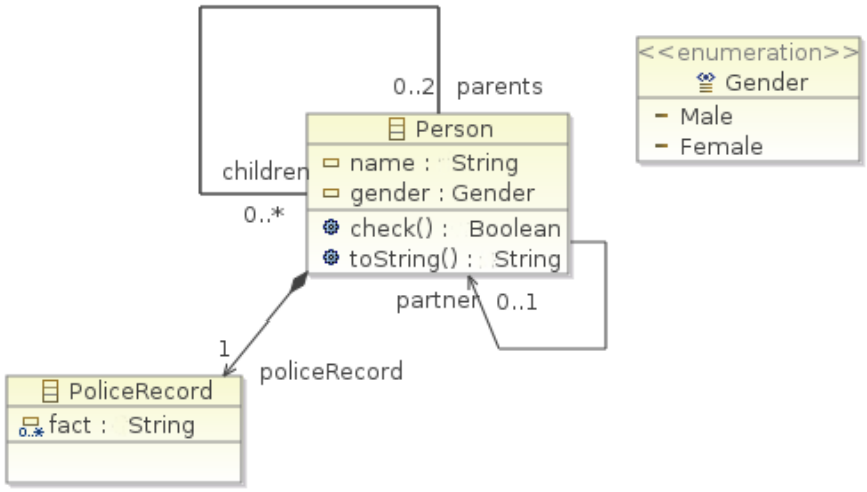
```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
   …
       void setParner(Person* p = nullptr);
    …

};
#endif //_PERSON_H
```

```
void Person::setPartner(Person *p) {
    this->partner = p;
}
```



Class Person

```
#ifndef _PERSON_H
#define _PERSON_H

#include <vector>
#include <string>
#include "PoliceRecord.h"

class Person {
public:
   …
       void setParner(Person* p = nullptr);
    …

};
#endif //_PERSON_H
```




```
void Person::setPartner(Person *p) {
    if (this->partner != nullptr){
        this->partner->partner = nullptr; //sanity check required here
    }
    if (p != nullptr){
        p->partner = this;
    }
    this->partner = p;
}
```

Declaration / definition of member-functions

- A member-function declaration is given within the class definition

```
class Rational {
  private:
    int _num;      // numerator
    int _denom;   // denominator
  public:
    int get_num() const;
    int get_denom() const;
    void set_num(const int newNum);
    void set_denom(const int newDenom);
    // ...
};
```

Rational.h

Declaration / definition of member-functions

- A member-function declaration is given within the class definition

```
class Rational {
  private:
    int _num;      // numerator
    int _denom;    // denominator
  public:
    int get_num() const;
    int get_denom() const;
    void set_num(const int newNum);
    void set_denom(const int newDenom);
    // ...
};
```

A class defines a name scope

Rational.h

Declaration / definition of member-functions

- A member-function declaration is given within the class definition

```
class Rational {
  private:
    int _num;      // numerator
    int _denom;    // denominator
  public:
    int get_num() const;
    int get_denom() const;
    void set_num(const int newNum);
    void set_denom(const int newDenom);
    // ...
};
```

A prototype with a **const** suffix indicates that the member-function does not modify its instance argument

Rational.h

Declaration / definition of member-functions

- A member-function declaration is given within the class definition

```
class Rational {
  private:
    int _num;      // numerator
    int _denom;   // denominator
  public:
    int get_num() const;
    int get_denom() const;
    void set_num(const int newNum);
    void set_denom(const int newDenom);
    // ...
};
```

A parameter with a **const** prefix indicates that the parameter is in read only inside the associated function

Rational.h

Declaration / **definition** of member-functions

- A member-function definition is given outside the class definition

```
int Rational::get_num() const{
    return _num;
}
int Rational::get_denom() const{
    return _denom;
}
void Rational::set_num(const int newNum){
    _num = newNum;
    return;
}
void Rational::set_denom(const int newDenom){
    _denom = newDenom;
    return;
}
```

Rational.cpp

Declaration / **definition** of member-functions

- A member-function definition is given outside the class definition

```
int Rational::get_num() const{
    return _num;
}
int Rational::get_denom() const{
    return _denom;
}
void Rational::set_num(const int newNum){
    _num = newNum;
    return;
}
void Rational::set_denom(const int newDenom){
    _denom = newDenom;
    return;
}
```

These functions are member functions so their qualified name is required

Rational.cpp

Declaration / **definition** of member-functions

- A member-function definition is given outside the class definition

```
int Rational::get_num() const{
    return _num;
}
int Rational::get_denom() const{
    return _denom;
}
void Rational::set_num(const int newNum){
    _num = newNum;
    return;
}
void Rational::set_denom(const int newDenom){
    _denom = newDenom;
    return;
}
```

We should check that newDenom is different from 0

Rational.cpp

Declaration / definition of member-functions

- A member-function can only be called through a class instance (selection operator `.`)

```
int main()
{
  Rational aRationalObject = 2;
  aRationalObject.set_num(6); //a call to a member function
 return 0;
}
```

main.cpp

Declaration / definition of member-functions

- A member-function can only be called through a class instance (selection operator . Or -> if pointer)

```
int main()
{
  Rational aRationalObject = 2;
  Rational * aRationalObjectPointer = &aRationalObject;
  aRationalObject.set_num(6); //a call to a member function
  aRationalObjectPointer->set_num(6); // same than the previous line
 return 0;
}
```

main.cpp

Inline definition of member-functions

- A member-function body may be given within the class definition

```
class Rational {
   private:
     int _num;           // numerator
     int _denom;         // denominator
   public:
     int get_num() const
     {
         return _num;
     }
     int get_denom() const
     {
         return _denom;
     }
     // ...
};
```

Rational.h

- → Then the member-function is implicitly **inline**

Inline definition of member-functions

- A member-function body may be given within the class definition

```
class Rational {
   private:
     int _num;           // numerator
     int _denom;         // denominator
   public:
     int get_num() const
     {
         return _num;
     }
     int get_denom() const
     {
         return _denom;
     }
     // ...
};
```

Rational.h

Inline means that function calls may be replaced by the textual expansion of its body instead of generating a function call sequence

→ Then the member-function is implicitly **inline**

Inline definition of member-functions

Inline means that function calls may be replaced by the textual expansion of its body instead of generating a function call sequence

```
inline int Rational::get_num() const{
    return _num;
}
inline int Rational::get_denom() const{
    return _denom;
}
```

Rational.cpp

```
void Rational::set_num(const int newNum){
    _num = newNum;
    return;
}
void Rational::set_denom(const int newDenom){
    _denom = newDenom;
    return;
}
```

Rational.cpp

This Week

- A little reminder
- **Constructor / destructor**
- Operator overloading

Constructors

- Initialization constructor
  - Initialize the value with the given parameters (or the default parameters)
  - If necessary, allocate the required memory

```
MyClass(parameterType aParam = defaultValue);
```

- Copy constructor
  - Initialize the value with the one of the object given
  - If necessary, allocate the required memory

```
MyClass(const MyClass &);
```

Constructors

- Initialization constructor
  - Initialize the value with the given parameters (or the default parameters)
  - If necessary, allocate the required memory

```
MyClass(parameterType aParam = defaultValue);
```

  - → Almost every time called automatically by the compiler
- Copy constructor
  - Initialize the value with the one of the object given
  - If necessary, allocate the required memory

```
MyClass(const MyClass &);
```

  - → Called when an object is created and initialized with another object of the same type + at the beginning of a function call with a copy paradigm

Constructors

- Initialization constructor
  - Initialize the value with the given parameters (or the default parameters)
  - If necessary, allocate the required memory

```
MyClass(parameterType aParam = defaultValue);
```

- Copy constructor
  - Initialize the value with the one of the object given
  - If necessary, allocate the required memory

```
MyClass(const MyClass &);
```

If the copy constructor is private, you forbid using copy during any function call:

```
void f (MyClass c);       //KO
void f (MyClass& c);      //OK
```

Destructor

- **Destructor**
  - **Release the memory that has been previously allocated**

```
~MyClass();
```

  - ➔ **Always called automatically by the compiler**

- **An object is destroyed at the end of the block in which it was created unless the memory allocation has been explicit (i.e. except a call to new)**

Constructor & Conversions of objects

- A one argument constructor defines an *implicit conversion* *from the argument type to the class type*
  - The following are all equivalent

```
Rational r = 3;
Rational r = (Rational)3;
Rational r(3);
Rational r {3};      //C++11
```

  - ➔ In all cases there is one constructor call, **`Rational(int)`**

Constructor & Conversions of objects

- Implicit conversions in the other direction can also be defined

```
Class Rational( public: operator double();};
```

```
Rational::operator double() const {
  return (double)_num/ (double)_denom;
}
```

```
// ...
double x = r;
// ...
x = 3.0 + r;
x = 3.0 + static_cast<double>(r);
x = 3.0 + double(r);
```

- In all cases, a call to `Rational::operator double()` is made

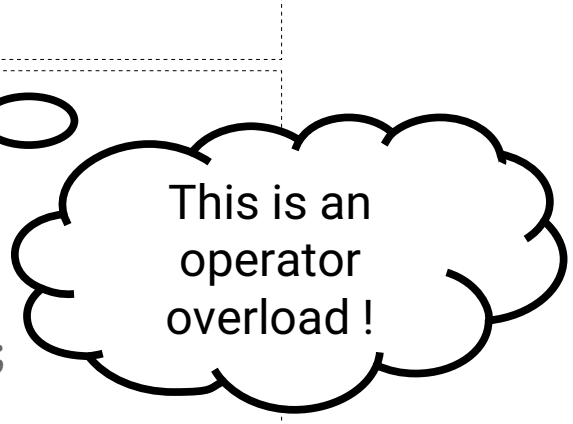
Constructor & Conversions of objects

- Implicit conversions in the other direction can also be defined

```
Class Rational( public: operator double();};
```

```
Rational::operator double() const {
  return (double)_num/ (double)_denom;
}
```

```
// ...
double x = r;
// ...
x = 3.0 + r;
x = 3.0 + static_cast<double>(r);
x = 3.0 + double(r);
```



- In all cases, a call to `Rational::Operator double()` is made

Constructor & Conversions of objects

- Explicit conversions in the other direction can also be defined

```
//C++11
Class Rational( public: explicit operator double();};
```

```
Rational::operator double() const {
  return (double)_num/ (double)_denom;
}
```

```
// ...
double x = r; //KO
// ...
x = 3.0 + r; //KO
x = 3.0 + static_cast<double>(r); //OK
x = 3.0 + double(r); //OK
```

→ Accept only explicit conversion !

Constructor & Conversions of objects

- Implicit conversions in the other direction can also be defined

```
Rational::operator MaClass() const {
  return MaClass(_num*_denom);
}
```

```
// ...
Rational r ;
// ...
MaClass mc = static_cast<MaClass>(r) ;
```

→ a call to `Rational::operator MaClass()` is made if no conversion constructor exists

copy of objects (remember)

- Two cases where an object is "*copied*":

1. Initializing a `Rational` from an other `Rational`

```
Rational r = {3, 2};      // (3/2)
Rational r1 {r};
Rational r2(r);
f(r);   //sometimes !
```

2. Assigning a `Rational` to an other `Rational`

```
Rational r(3, 2), r1(3, 4);
r1 = r;
```

copy of objects (remember)

- Two cases where an object is copied:

1. Initializing a `Rational` from an other `Rational`

```
Rational r = {3, 2};      // (3/2)
Rational r1 {r};
Rational r2(r);
f(r);   //sometimes !
```

2. Assigning a `Rational` to an other `Rational`

```
Rational r(3, 2), r1(3, 4);
r1 = r;
```

➔ In both cases, default is *memberwise* (here bitwise) *copy of underlying C structures*

Class `Rational` Member-function call

- Two cases where an object is copied:

1. Initializing a `Rational` from an other `Rational`

```
Rational r = {3, 2};      // (3/2)
Rational r1 {r};
Rational r2(r);
f(r);   //sometimes !
```

2. Assigning a `Rational` to an other `Rational`

```
Rational r(3, 2), r1(3, 4);
r1 = r;
```

- This is an assignment (and *not a construction)*
  - ➔ *Depends on the assignment operator implementation...*

copy of objects (remember)

- Two cases where an object is copied:

1. Initializing a `Rational` from an other `Rational`

```
Rational r = {3, 2};      // (3/2)
Rational r1 {r};
Rational r2(r);
f(r);   //sometimes !
```

Copy Constructor

2. Assigning a `Rational` to an other `Rational`

```
Rational r(3, 2), r1(3, 4);
r1 = r;
```

Assignment operator

➔ In both cases, default is *memberwise* (here bitwise) *copy of underlying C structures*

copy of objects (remember)

- Two cases where an object is copied:

1. Initializing a `Rational` from an other `Rational`

```
Rational r = {3, 2};      // (3/2)
Rational r1 {r};
Rational r2(r);
f(r);   //sometimes !
```

Copy Constructor

2. Assigning a `Rational` to an other `Rational`

```
Rational r(3, 2), r1(3, 4);
r1 = r;
```

Assignment operator

➔ In both cases, default is *memberwise* (here bitwise) *copy of underlying C structures*

A default operator is generated for the assignment operator but it is not true for all of them…

Operator overloading

- Operator overloading is a way to realize classical arithmetic operation in a more readable and natural way:

```
Rational r1(3, 2), r2;

r1.add(r2)          |       r1 + r2
r1.multiply(r2)     |       r1 * r2
```

- An operator overload can be of two kinds:
  1. As a member function
     - Identical to other member functions but with imposed name and number of parameters
  2. As a friend function
     - A friend function is a classical (non member or member of another class) function
     - A friend function has privilege (access to the private attributes of a Class with which it is friend)

Operator overloading
Definition as a member function

- The assignment operator:

```
Rational& Rational::operator=(const Rational& r){
   _num = r.num;
   _denom = r.denom
   return *this;
}
```

- Usage

```
Rational r {3, 2};
Rational r1 {4, 5};

r = r1;
r.operator=(r1) //same than the previous line
```

Operator overloading
Definition as a member function

- The minus unary operator:

```
Rational Rational::operator-() const {
    return Rational(-_num, _denom);
}
```

- Usage

```
Rational r(3, 2);
Rational r1 = -r;
Rational r1bis = r.operator-() //same than the previous line

r = -r1;
r = r1.operator-() //same than the previous line
```

Operator overloading
Definition as a member function

- The multiply binary operator:

```
Rational Rational::operator*(Rational r) const {
    return Rational(_num*r._num, _denom*r._denom);
}
```

- Usage

```
Rational r{3, 2}, r1{4, 3};
Rational r2 = r * r1;
Rational r2bis = r.operator*(r1) //same than the previous line

r2 = r * r1;
r2bis = r.operator*(r1) //same than the previous line
```

Operator overloading
Definition as a member function

- The multiply binary operator:

```
Rational Rational::operator*(Rational r) const {
    return Rational(_num*r._num, _denom*r._denom);
}
```

Note that the access control is on a *per class basis and not on a per instance basis*

- Usage

```
Rational r{3, 2}, r1{4, 3};
Rational r2 = r * r1;
Rational r2bis = r.operator*(r1) //same than the previous line

r2 = r * r1;
r2bis = r.operator*(r1) //same than the previous line
```

Operator overloading
Definition as a member function

- The multiply binary operator:

```
Rational Rational::operator*(Rational r) const {
    return Rational(_num*r._num, _denom*r._denom);
}
```

- Usage

```
Rational r{3, 2}, r1{4, 3};
Rational r2 = r * r1;
Rational r2bis = r.operator*(r1) //same than the previous line

r2 = r * 3;
r2bis = r.operator*(Rational(3)) //same than the previous line

r2 = 3 * r1;                    //??
r2bis = 3.operator*(r1);        //??
```

Operator overloading
Definition as a member function

- The multiply binary operator:

```
Rational Rational::operator*(Rational r) const {
   return Rational(_num*r._num, _denom*r._denom);
}
```

- Usage

```
r2 = 3 * r1;                    //??
r2bis = 3.operator*(r1);        //??
```

Problems:

1. The primitive types are not classes (no selection operator)
2. The `int` *class designer* can not anticipated the creation of new classes
3. **No implicit conversion on the hidden argument of a member function**

Operator overloading
Definition as a **friend** function

- The multiply binary operator:

```
Rational friend operator*(Rational r1, Rational r2) const {
   return Rational(r1._num * r2._num, _r1.denom * r2._denom);
}
```

- Usage

```
Rational r(3, 2), r1(4, 3);
Rational r2 = r * r1;
Rational r2bis = operator*(r, r1) //same than the previous line

r2 = r * 3;
r2bis = operator*(r, Rational(3)) //same than the previous line

r2 = 3 * r1;
r2bis = operator*(Rational(3), r1); //same than the previous line
```

Operator overloading
Definition as a friend function

- The multiply binary operator:

```
Rational friend operator*(Rational r1, Rational r2) const {
   return Rational(r1._num * r2._num, _r1.denom * r2._denom);
}
```

- Usage

Using friend functions restore the symmetry

(no more hidden parameters)

```
Rational r(3, 2), r1(4, 3);
Rational r2 = r * r1;
Rational r2bis = operator*(r, r1) //same than the previous line

r2 = r * 3;
r2bis = operator*(r, Rational(3)) //same than the previous line

r2 = 3 * r1;
r2bis = operator*(Rational(3), r1); //same than the previous line
```

Operator overloading
friend or member ?

- For some of them, there is no choice, they must be members:
  - `=`
  - `[]`
  - `()`
  - `->`

→ They always represents an asymmetric operation

- For the others, one may choose according to:
  - Stylistic consideration
    - `num(r)` vs `r.num( )` ?
  - Symmetry considerations
    - Taking opportunity of implicit conversions ?

Printing an object

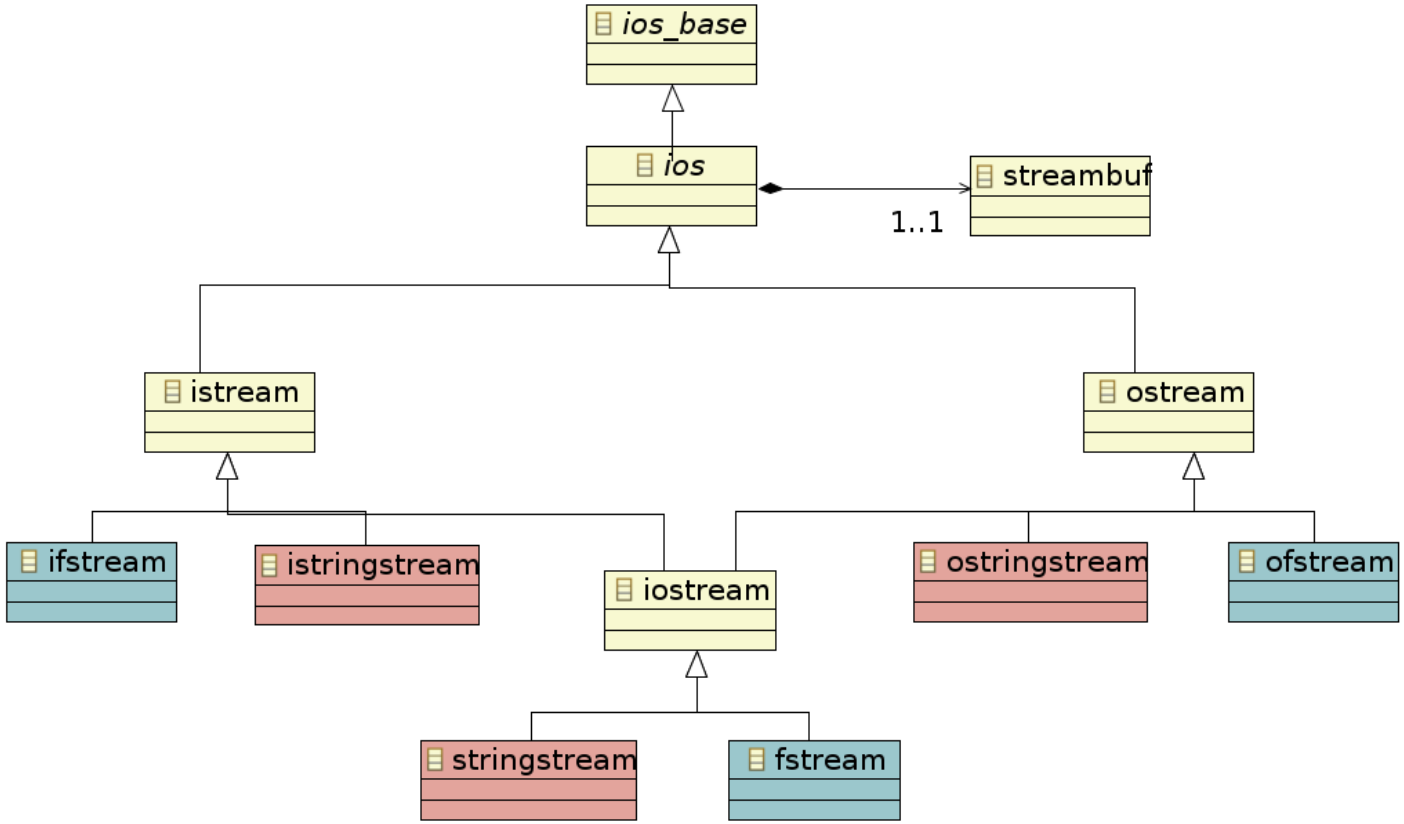
- Using a member-function (or a friend)

```
#include <iostream>
using namespace std;

void Rational::print() {
  cout << _num << " / " << _denom);
}
```

```
Rational r(3, 2);
r.print();                          // stdout --> 3/2
```

Printing an object

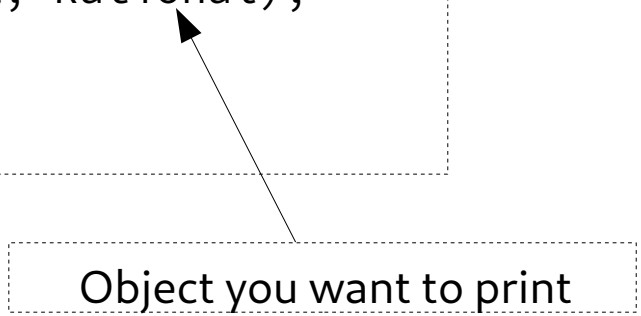
- Using “IO streams”



Printing an object

- Using output streams

```
#include <iostream>
using namespace std;

class Rational {
 //...

 friend ostream& operator<<(ostream&, Rational);

 // ...
};
```



Printing an object

- Using output streams

```
#include <iostream>
using namespace std;

class Rational {
 //...

 friend ostream& operator<<(ostream&, Rational &);

 // ...
};
```

Reference on the object you want to print

(to avoid copy of possibly large object)

Printing an object

- Using output streams

```
#include <iostream>
using namespace std;

class Rational {
 //...

 friend ostream& operator<<(ostream&, const Rational &);

 // ...
};
```

Constant Reference on the object you want to print

(because a print is not intended to modify the object)

Printing an object

- Using output streams

```
#include <iostream>
using namespace std;

class Rational {
 //...

 friend ostream& operator<<(ostream&, const Rational &);

 // ...
};
```

Reference on an output flow

(often the same object modified in the definition of the function)

Constant Reference on the object you want to print

(because a print is not intended to modify the object)

Printing an object

- Using output streams

```
#include <iostream>
using namespace std;

class Rational {
 //...

 friend ostream& operator<<(ostream&, const Rational &);

 // ...
};
```

```
std::ostream& operator<<(std::ostream&  os, const Rational& r){
    os << r.num << '/' << r.denom;
    return os;
}
```

Call to operator<< of int

operator<<(os, r._num)

Call to operator<< of char

operator<<(os, '/')

Call to operator<< of int

operator<<(os, r._denom)

Printing an object

- Using output streams

```
#include <iostream>
using namespace std;

class Rational {
 //...

 friend ostream& operator<<(ostream&, const Rational &);

 // ...
};
```

```
std::ostream& operator<<(std::ostream&  os, const Rational& r){
    os << r.num << '/' << r.denom;
    return os;
}
```

This print newline and flush the internal stream buffer out

```
// ...
cout << "value of r = " << r << endl;
```

Editing an object

- Using input streams

```
#include <iostream>
using namespace std;

class Rational {
 //...
 friend istream& operator>>(istream&, Rational &);
 // ...
};
```

```
std::istream& operator>>(std::istream& is, Rational& r){
    is >> r.num;
    char c;
    is >> c;
    is >> r.denom;

    return is;
}
```

```
// ...
cout << "give the value of r " << endl;
cin >> r;
```

Editing an object

- Using input streams

```
#include <iostream>
using namespace std;

class Rational {
 //...
 friend istream& operator>>(istream&, Rational &);
 // ...
};
```

Why is there a reference ?

```
std::istream& operator>>(std::istream& is, Rational& r){
    is >> r.num;
    char c;
    is >> c;
    is >> r.denom;

    return is;
}
```

```
// ...
cout << "give the value of r " << endl;
cin >> r;
```

Editing an object

- Using input streams

```
#include <iostream>
using namespace std;

class Rational {
 //...
 friend istream& operator>>(istream&, Rational &);
 // ...
};
```

```
std::istream& operator>>(std::istream&  is, Rational& r){
    is >> r.num;
    char c;
    is >> c;
    is >> r.denom;

    return is;
}
```

```
#include <fstream>

…
Rational r1 = {3,4};
std::fstream file1;   //create an fstream object
file1.open("./temp.txt", std::fstream::out | std::fstream::app); //open temp.txt
file1 << r1 <<std::endl; //writing r to the file
file1.close();  //closing the file
```

Editing an object

- Using input streams

```
#include <iostream>
using namespace std;

class Rational {
 //...
 friend istream& operator>>(istream&, Rational &);
 // ...
};
```

```
std::istream& operator>>(std::istream&  is, Rational& r){
    is >> r.num;
    char c;
    is >> c;
    is >> r.denom;

    return is;
}
```

```
Rational r1 = {3,4};
std::fstream file1;
file1.open("./temp.txt", std::fstream::out | std::fstream::app);

file1 << r1 <<std::endl;

Rational r2;
file1.close();

file1.open("./temp.txt", std::fstream::in );
file1 >> r2;
file1.close();
```

```
class Rational {
 private:
   int _num;       // numerator
   int _denom;     // denominator
 public:
   // Exception classes
   class Bad_Denom {};
   class Bad_Format {};
   // Construction and conversions
   Rational(const Rational&);
   Rational(int n= 0, int d= 1);
   operator double() const;

   // Access functions
   int get_num() const;
   int get_denom() const;

   // Assignment operator
   Rational& operator=(const Rational&);
   // Arithmetic operators
   Rational operator+() const;    // unary plus
   Rational operator-() const;    // unary minus
```

```
class Rational {
 private:
   int _num = 0;          // numerator C++11
   int _denom = 1;        // denominator C++11
 public:
   // Exception classes
   class Bad_Denom {};
   class Bad_Format {};
   // Construction and conversions
   Rational(const Rational&);
   Rational(int n= 0, int d= 1);
   operator double() const;

   // Access functions
   int get_num() const;
   int get_denom() const;

   // Assignment operator
   Rational& operator=(const Rational&);
   // Arithmetic operators
   Rational operator+() const;    // unary plus
   Rational operator-() const;    // unary minus
```

```
    // Arithmetic operators (cont.)
    friend Rational operator+(Rational, Rational);
    friend Rational operator-(Rational, Rational);
    friend Rational operator*(Rational, Rational);
    friend Rational operator/(Rational, Rational);

    // Relational operators
    friend bool operator==(Rational, Rational);
    friend bool operator!=(Rational, Rational);
    friend bool operator<(Rational, Rational);
    friend bool operator<=(Rational, Rational);
    friend bool operator>(Rational, Rational);
    friend bool operator>=(Rational, Rational);

    // IO operators
    friend ostream& operator<<(ostream&, const Rational &);
    friend istream& operator>>(istream&, Rational&);
};
```