

Object Class Documentation

Source File: ‘Object.h’
Namespace: dse
Class Header: class Object

Overview

The *Object* class is an interface class designed to serve as a base for objects with a string representation.

Member Functions

- `toString() const [pure virtual]`
 - **Return:** A string representation of the object.

Non-Member Functions

- `operator<<(ostream& out, const Object& obj)`
 - **Purpose:** Overloads the ostream (output stream) operator to allow objects to be displayed.
 - **Parameters:**
 - * *out*: Reference of an ostream object.
 - * *obj*: Constant reference of an *Object* object.
 - **Return:** *out*.