

# 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*.