Lec 8

Overloading The >> and << Operator.

(*) Overloading Stream insersion operator (<<)

The operator is actually part of Ostream. The Cout object is the instance of Ostream. You must write operator function to overload the ostream version of << so they work directly with Class.

Synter:

Ostream &operator << (Ostream & strm, Class &obj)

Function have two paramenters

1) Ostream refrence object
2) Class refrence object.

The Ostream parameter will be a reference to the actual ostream object on the left side of the operator.

It is refrence to Class object This parameter is refrence to the object on right side

of the operator <<.

*) Overloading extraction operator (>>).

The operator is actually a part of Istream Classes. The Cin ~~Cin~~ object is an instantance of Istream.

Syntax:

```
istream &operator >> (istream &Strm, class &obj)
```

Same rules of this as mentioned for (>>) operator. We just use >> instead of <<.

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