

Overloading the << Operator

Here is an example:

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

class Person; // forward declaration

// operator declaration / prototype
ostream& operator << (ostream& stream, const Person& obj);

class Person {
private:
    string name;
    int age;
public:

    Person (string n, int a) {name = n; age = a;}

    // friend functions have access to private members of a
    class.
    friend ostream& operator << (ostream& stream, const Person&
obj);
};

// operator definition
ostream& operator << (ostream& stream, const Person& obj) {
    stream << obj.name << " " << obj.age;
    return stream;
}

int main () {

    Person p("Ambrosio", 13);

    cout << p; // prints: Ambrosio 13
    return 0;
}
```