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1 //overloading operators
2 //imagine we have to give a meaning to what it means to add two documents
3 //we introduce the concept of an overloaded operator
4 using static System.Console;//for getting WriteLine
5 class Document//declare document type
6 {
7     private string text;//body of the document
8     public Document(string body)
9     {
10         text = body;//set body of text
11     }
12     public string TEXT //property for getting text
13     {
14         get { return text; }
15     }
16     //public means accessible to all code
17     //returns a Document object
18     //+ operator is the symbol that is overloaded, or given a new meaning
19     public static Document operator +(Document doc1, Document doc2)
20     {
21         return new Document(doc1.text + doc2.text);
22     }
23 }
24 class Program
25 {
26     static void Main()
27     {
28         //make two documents
29         Document doc1 = new Document("This is a great day ");
30         Document doc2 = new Document(" to be alive.");
31         //the result of adding two document is another document
32         Document doc3 = doc1 + doc2;
33         WriteLine($"New Text:{doc3.TEXT}");
34     }
35 }
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58 ////System allows us to access external features
59 ////our program needs to run
60 //using static System.Console;
61 ////outermost level of grouping
62 //class Document
63 //{
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64 //     private string text;
65 //     public Document(string body)
66 //     {
67 //         text = body;
68 //     }
69 //     public static Document operator +(Document doc1, Document doc2)
70 //     {
71 //         return new Document(doc1.text + doc2.text);
72 //     }
73 //     public string TEXT
74 //     {
75 //         get { return text; }
76 //     }
77 //}
78 //class Program
79 //{
80 //     //Main is how system loads the program
81 //     static void Main()
82 //     {
83 //         Document doc1 = new Document("This is a great day ");
84 //         Document doc2 = new Document("to be alive.");
85 //         Document doc3 = doc1 + doc2;
86 //         WriteLine($"New Text:{doc3.TEXT}");
87 //     }
88 //}
89
90
```