class CStr

{

char \*string;

char \*generate(int length);

public:

CStr();

CStr(char \*str);

CStr(int length);

CStr(const CStr &obj);

~CStr();

CStr& operator=(CStr &obj);

CStr& operator=(char \*str);

bool operator>(CStr &obj);

int get\_length();

friend ostream& operator<<(ostream &stream, CStr &obj);

};

class CStrArray

{

CStr \*arr;

int length;

public:

CStrArray(int leng);

~CStrArray();

CStr& operator[](int index);

void sort\_by\_content();

void sort\_by\_length();

int bin\_search();

bool check\_sort();

friend ostream& operator<<(ostream &stream, CStrArray &obj);

};