**Operatorer**

Stream-operatoren << udskriver her data for objekt af klassen ComplexNumber ligesom metoden print().

// .h filen

ostream& operator<<(ostream& out, const ComplexNumber& number);

// .cpp filen

ostream& operator<<(ostream& out, const ComplexNumber& number)

{

number.print();

return out;

}

+ operatoren adderer to objekter af klassen ComplexNumber. Operatoren er her I en fri(global) udgave.

// .h filen

ComplexNumber operator+(const ComplexNumber& left, const ComplexNumber& right);

// .cpp filen

ComplexNumber operator+(const ComplexNumber& left, const ComplexNumber& right)

{

return ComplexNumber(left.getRealPart() + right.getRealPart(),

left.getImaginaryPart() + right.getImaginaryPart());

}

Input-operatoren >> som her indlæser data I et objekt af klassen StraightLine.

// h.fil

istream & operator>>(istream& in, StraightLine & line);

// .cpp fil

istream & operator>>(istream & in, StraightLine & line)

{

int a, b;

in >> a >> b;

line.setSlope(a);

line.setYCross(b);

return in;

}

Equality-operatoren == som her undersøger om to objekter af klassen StraightLine er ens. Operatoren er her medlem af klassen StraightLine.

// h.fil

bool StraightLine::operator==(const StraightLine & rightLine);

// .cpp fil

bool StraightLine::operator==(const StraightLine & rightLine)

{

return (slope\_ == rightLine.slope\_ && yCross\_ == rightLine.yCross\_);

}