Lab 03 – Dynamic Array

Add:

Range Based For Loop

Operator Overload. Char\*, Int, etc.

Const

Static

Move Operators

Write a Dynamic Array class that handles the appropriate operations to create a dynamic array of potions. Make sure to test the functionality of the class, as it will be used in the next lab. I want the following class diagram as the minimum functionality however; you can add other functions that you deem necessary. Also, make sure and use exception handling.

