Objective:

- It will help in getting grip on operator overloading.

Task-0: *Applying Operator Overloading concept in CString class*

```cpp
class CString
{
        char * data;
        int size;
    public:
        CString ();
        CString (const char c);
        CString(const char * const);
        ~CString ();
        int isEmpty( ) const;
        int getLenght()const;
        int find( const char *const substr, const int start=0 )const;
        int find( const char ch, const int start=0 )const;
        int insert( const int index, const char* const substr);
        int insert( const int index, const char ch);
        int remove( const int index, const int count=1);
        int remove ( const char ch );
        void replace( const char newC );
        int replace( const char old, const char newC );
        int replace( const char*const  old, const char* const newC );
        void trim();
        void trimLeft();
        void trimRight();
        void makeUpper();
        void makeLower();
        void reverse();
        void reSize(const int add);
        CString ( const CString & );
        CString left( int count ) ;
        CString right( int count )  ;
```

==Replacing==
```cpp
        char & at( const int index);
```
==With==
```cpp
        char & operator []( const int index);
```

==Replacing==
```cpp
        const char & at( const int index) const;
```
==With==
```cpp
        const char & operator []( const int index) const;
```

==Replacing==
```cpp
        void concatEqual( const CString& s2 );
```
==With==
```cpp
        void operator +=( const CString& s2 );
```

==Replacing==
```cpp
        void concatEqual( const char *const s2 );
```
==With==
```cpp
        void operator +=( const CString& s2 );
```

==Replacing==
```cpp
        int isEqual(const CString & s2 )const  ;
```
==With==

```cpp
            int operator ==( const CString& s2 );
```

Replacing
```cpp
            int isEqual(const char *const s2 )  ;
```
With
```cpp
            int operator ==(const char *const s2 )  ;
```

Replacing
```cpp
        CString concat( const CString& s2 ) const  ;
```
With
```cpp
        CString operator + ( const CString& s2 ) const  ;
```

Replacing
```cpp
        CString concat( const char * const s2 )  const;
```
With
```cpp
        CString operator +( const char * const s2 )  const;
```

Replacing
```cpp
        CString tokenzie( const char * const delim );
```
With
```cpp
        CString operator () ( const char * const delim );
```

Replacing
```cpp
        void input();
```
With
```cpp
        istream & operator >> (istream &, const CString &);
```

Replacing
```cpp
        void display()const;
```
With
```cpp
        ostream & operator << (ostream &, const CString &);
};
```