

Item 24: Declare non-member functions when type conversions should apply to all parameters.

Object oriented principles \rightarrow since we can apply multiplication of rational numbers operator $*$ should be member function of class Rational.

```
class Rational {
```

```
public:
```

```
Rational (int numerator=0,  
          int denominator=1);
```

//ctor is not explicit; allows implicit
int to Rational conversions.

```
int numerator() const;
```

```
int denominator() const;
```

```
private:
```

```
friend const Rational operator*(  
    const Rational& lhs, const Rational& rhs) const;
```

```
Rational oneEighth (1, 8);
```

```
Rational oneHalf (1, 2);
```

```
Rational result = oneHalf * oneEighth;
```

```
result = result * oneEighth; // both  
                             are  
                             fine
```


Now, we can have mixed mode operations, where Rational can be multiplied with for example - Ints

- ① `result = oneHalf * 2;` // fine
- ② `result = 2 * oneHalf;` // error
- `result = oneHalf.operator*(2);`
- `result = 2.operator*(oneHalf);`

→ Object `oneHalf` is an instance of `Rational` that contains `operator*` so compilers call that function while Integer 2 has no associated class.

→ Compiler will also look for non member `operator*`

In ① implicit conversion takes place i.e. above line can be seen as

`const Rational temp(2);`

`result = oneHalf * temp;`

// same as `oneHalf.operator*(temp);`

// compilers do this coz non-explicit ctor is involved, if Rational ctor were explicit, neither of would have compiled.

```
result = oneHalf * 2; // error.
result = 2 * oneHalf;
```

⇒ Parameters are eligible for implicit type conversion only if they are listed in the parameter list.

that is why.

```
result = oneHalf * 2 = oneHalf.operator*(2);
// works
```

```
result = 2 * oneHalf = 2.operator*(oneHalf);
// does not work.
```

⇒ only way is to make operator* a non-member function.

```
class Rational {
```

```
    ... // contains no operator*
```

```
};
```


Const Rational operator* (const Rational& lhs,
const Rational& rhs)

{ return Rational(lhs.numerator() * rhs.numerator(),
lhs.denominator() * rhs.denominator());

} // non-member function.

Rational oneFourth(1, 4);
Rational result;

result = oneFourth * 4; // fine

result = 4 * oneFourth; // works as well.

⇒ Next Question is Should operator* be friend function?

Answer is we should avoid friend as much as we can.