

Object Class Documentation

Source File: 'Utility.h'
Namespace: ca
Class Header: class Object

Overview

The *Object* class is an interface intended to serve as a base for objects that provide a string representation.

Member Functions

- `toString() const [private pure virtual]`
 - **Purpose:** Returns a string representation of the object.
 - **Return:** A string.

Non-Member Functions

- `operator<<(ostream& out,const Object& obj)`
 - **Purpose:** Overloads the ostream (output stream) operator to allow objects to be displayed.
 - **Parameters:**
 - *out*: Reference of an ostream object.
 - *obj*: Constant reference of an *Object* object.
 - **Return:** *out*.