Operadores

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

Chapter 3

Class Documentation

3.1 Vetor2d Class Reference

`#include <vetor2d.h>`

Public Member Functions

- Vetor2d (float _x=0, float _y=0)
- Vetor2d (const Vetor2d &copia)
- ~Vetor2d ()
- void setX (float x_)
- float getX ()
- void setY (float y_)
- float getY ()
- void print (void)
- float norma (void)
- Vetor2d produto (float a)
- float produto (Vetor2d v2)
- Vetor2d soma (Vetor2d v)
- Vetor2d operator+ (Vetor2d v)
- Vetor2d operator* (float a)

Friends

- Vetor2d operator* (float a, Vetor2d v)
- std::ostream & operator<< (std::ostream &os, Vetor2d v)

3.1.1 Constructor & Destructor Documentation

3.1.1.1 Vetor2d() [1/2]

```
Vetor2d::Vetor2d (
            float _x = 0,
            float _y = 0 )
```

3.1.1.2 Vetor2d() [2/2]

```
Vetor2d::Vetor2d (
            const Vetor2d & copia )
```

3.1.1.3 ∼Vetor2d()

```
Vetor2d::∼Vetor2d ( )
```

3.1.2 Member Function Documentation

3.1.2.1 getX()

```
float Vetor2d::getX ( )
```

3.1.2.2 getY()

```
float Vetor2d::getY ( )
```

3.1.2.3 norma()

```
float Vetor2d::norma (
            void  )
```

3.1.2.4 operator∗()

```
Vetor2d Vetor2d::operator* (
            float a )
```

3.1.2.5 operator+()

```
Vetor2d Vetor2d::operator+ (
            Vetor2d v )
```

3.1.2.6 print()

```
void Vetor2d::print (
            void  )
```

3.1.2.7 produto() [1/2]

```
Vetor2d Vetor2d::produto (
            float a )
```

3.1.2.8 produto() [2/2]

```
float Vetor2d::produto (
            Vetor2d v2 )
```

3.1.2.9 setX()

```
void Vetor2d::setX (
            float x_ )
```

3.1.2.10 setY()

```
void Vetor2d::setY (
            float y_ )
```

3.1.2.11 soma()

```
Vetor2d Vetor2d::soma (
            Vetor2d v )
```

3.1.3 Friends And Related Function Documentation

3.1.3.1 operator*

```
Vetor2d operator* (
            float a,
            Vetor2d v )  [friend]
```

3.1.3.2 operator<<

```
std::ostream & operator<< (
            std::ostream & os,
            Vetor2d v )  [friend]
```

The documentation for this class was generated from the following files:

- vetor2d.h
- vetor2d.cpp

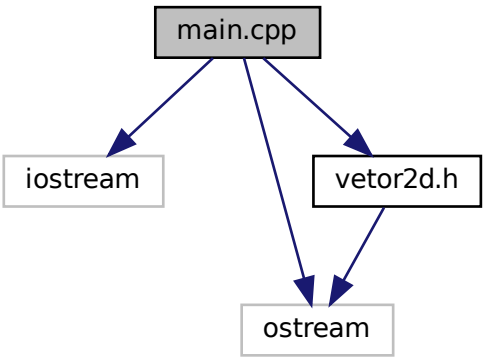
Chapter 4

File Documentation

4.1 main.cpp File Reference

```
#include <iostream>
#include <ostream>
#include "vetor2d.h"
```

Include dependency graph for main.cpp:



Functions

- int main ()

4.1.1 Function Documentation

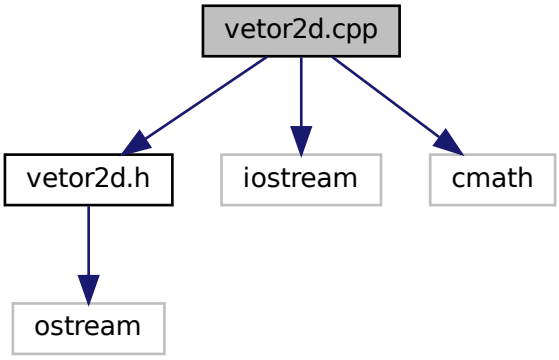
4.1.1.1 main()

```
int main ( )
```

4.2 vetor2d.cpp File Reference

```
#include "vetor2d.h"
#include <iostream>
#include <cmath>
```

Include dependency graph for vetor2d.cpp:



Functions

- std::ostream & operator<< (std::ostream &os, Vetor2d v)
- Vetor2d operator* (float a, Vetor2d v)

4.2.1 Function Documentation

4.2.1.1 operator*()

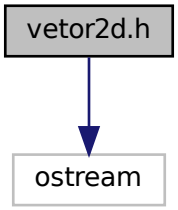
```
Vetor2d operator* (
            float a,
            Vetor2d v )
```

4.2.1.2 operator<<()

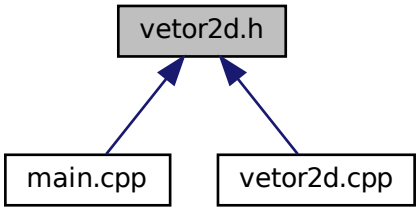
```
std::ostream & operator<< (
            std::ostream & os,
            Vetor2d v )
```

4.3 vetor2d.h File Reference

`#include <ostream>`
Include dependency graph for vetor2d.h:



This graph shows which files directly or indirectly include this file:



Classes

- class Vetor2d

4.4 vetor2d.h

Go to the documentation of this file.

```
1 // diretivas de compilacao
2 #ifndef VETOR2D_H
3 #define VETOR2D_H
4 #include <ostream>
5
6 class Vetor2d{
7 private:
8     float x, y;
9 public:
10   // metodo construtor
11  // Vetor2d(); // construtor padrao (default)
12
13   // metodo construtor COM ARGUMENTOS
14   Vetor2d(float _x=0, float _y=0);
15  // Vetor2d(float _xy);
16
17   // metodo construtor DE COPIA
18   // const informa que a variavel copia
19   // NAO PODERA SER ALTERADA
20   // usado para COPIA PROFUNDA (deep copy)
21   Vetor2d(const Vetor2d &copia);
22
23   // metodo destrutor
24   ~Vetor2d();
25
26   void setX(float x_);
27   float getX();
28   void setY(float y_);
29   float getY();
30   void print(void);
31   float norma(void);
32
33   // sobrecargas dos metodos produto
34   Vetor2d produto(float a);
35   float produto(Vetor2d v2);
36
37   Vetor2d soma(Vetor2d v);
38   Vetor2d operator + (Vetor2d v);
39
40   Vetor2d operator *(float a);
41   // uma funcao amiga eh uma funcao
42   // cujo acesso aos campos privados eh
43   // permitido
44   friend Vetor2d operator *(float a, Vetor2d v);
45
46   friend std::ostream &operator« (std::ostream& os, Vetor2d v);
47
48 };
49 // FUNCAO
50 // 4*v1 -> operator*(4,v1)
51 //Vetor2d operator *(float a, Vetor2d v);
52
53 #endif // VETOR2D_H
54
55
56
57
```

Index