Follow Coding Standards

Day 12 Assignments

**32.** Overload the << and >> operators for the Employee class , so that the same operators can be used for file in/out and console in/out.

Sample main function :

void main() {

ifstream ifile;

ofstream ofile;

Employee emp1,emp2;

cin >> emp1;

cout << emp1;

ofile.open(,,,,,,,,,,,,,,);

ofile << emp1;

ofile.close();

ifile.open(,,,,,,,,,,,,,,);

ifile >> emp2;

cout << emp2;

ifile.close(); }

1. Overload the << and >> operators for the Employee class with member variables id and salary, so that the same operators can be used for file in/out and console in/out. Write data to a file “ Employees”.

Write a function List ( int sal , int destination = 0) to read the details of all employees having a salary above a given value. The default destination 0 print the details to the console, and any other value will write the details to another file.

1. Create a function template that takes the STL vector class as its single argument, and check if the vector is a palindrome and returns true or false. The function template should work for all types having the operator != overloaded.

bool CheckPalVector ( vector <T> ); //The Function prototype

Eg: If a vector<char> contains the characters “ M,A,L,A,Y,A,L,A,M” ,the vector is a palindrome.

Test the function with a class Complex with the operator != overloaded.

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