Fast**National University of Computer & Emerging Sciences, Karachi  
Spring 2020 CS-Department  
CS 217 – Object-oriented Programming**

**LAB-MANUAL-09**

**Operator Overloading and Friend Functions**

**Overloading in C++**

If we create two or more member of the same class having the same name but different in number or type of parameter, it is known as C++ overloading.

In C++, we can overload:

* methods
* constructors
* indexed properties

It is because these members have parameters only.

Moving on with this article on Operator Overloading in C++.

**Types of overloading in C++**

* Function overloading
* Operator overloading

**Why is operator overloading used?**

C++ programs can be written without the knowledge of operator overloading. Then too, operator operating are profoundly used by programmers to make the program intuitive. For example,

We can replace the code like:

|  |  |
| --- | --- |
| 1 | calculation = add(divide(a, b),multiply(a, b)); |

**Syntax of Operator Overloading**

|  |  |
| --- | --- |
| 1  2  3  4 | return\_type class\_name  : : operator op(argument\_list)  {  // function body  } |

Where the return type is the type of value returned by the function. class\_name is the name of the class.

**Implementing Operator Overloading in C++**

Operator function must be either non-static (member function) or friend function to get overloaded. Operator overloading function can be applied on a member function if the left operand is an object of that class, but if the Left operand is different, then the Operator overloading function must be defined as a non-member function.

Operator overloading function can be made friend function if it requires access to the private and protected members of the class. For example, the operator op is an operator function where op is the operator being overloaded, and the operator is the keyword. Operator overloading can be achieved by implementing a function that can be either member function,non- member function or friend function.

**What is the difference between operator functions and normal functions?**

Operator functions are the same as normal functions. The only difference is, the name of an operator function is always operator keyword followed by the symbol of operator and operator functions are called when the corresponding operator is used.

Moving on with this article on Operator Overloading in C++.

**Types of overloading approaches**

Operator Overloading can be done by using three approaches, they are

* Overloading unary operator.
* Overloading binary operator.
* Overloading binary operator using a friend function.

Moving on with this article on Operator Overloading in C++.

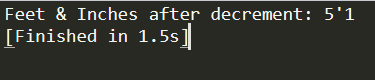
**Overloading Unary Operator**

Let us consider the unary ‘– ‘operator. A minus operator when used as a unary it requires only one operand. We know that this operator changes the sign of an operand when applied to a basic data variable. Let us see how to overload this operator so that it can be applied to an object in much the same way as it is applied to an int or float variable. The unary minus, when applied to an object, should decrement each of its data items.

**Example:**

|  |  |
| --- | --- |
| 1  2  3  4  5  6  7  8  9  10  11  12  13  14  15  16  17  18  19  20  21  22  23  24  25  26  27  28  29 | #include <iostream>  using namespace std;  class Height {  public:  // Member Objects  int feet, inch;  // Constructor to initialize the object's value  Height(int f, int i)  {  feet = f;  inch = i;  }  // Overloading(-) operator to perform decrement  // operation of Height object  void operator-()  {  feet--;  inch--;  cout << "Feet & Inches after decrement: " << feet << " ' " << inch <<endl;  }  };  int main()  {  //Declare and Initialize the constructor of class Height  Height h1(6, 2);  //Use (-) unary operator by single operand  -h1;  return 0;  } |

**Output:**



**Explanation:**   
In the above example, we overload ‘ – ’ unary operator to perform decrement in the two variables of Height class. We pass two parameters to the constructor and save their values in feet and inch variable. Then we define the operator overloading function (void operator-()  
) in which the two variables are decremented by one position.  
When we write -h1 it calls the operator overloading function and decrements the values passed to the constructor.

## ****Overloading Binary Operator****

#include<iostream.h>

#include<conio.h>

class Rectangle

{

int L,B;

public:

Rectangle() **//Default Constructor**

{

L = 0;

B = 0;

}

Rectangle(int x,int y) **//Parameterize Constructor**

{

L = x;

B = y;

}

Rectangle operator+(Rectangle Rec) **//Binary operator overloading func.**

{

Rectangle R;

R.L = L + Rec.L;

R.B = B + Rec.B;

return R;

}

void Display()

{

cout<<"\n\tLength : "<<L;

cout<<"\n\tBreadth : "<<B;

}

};

void main()

{

Rectangle R1(2,5),R2(3,4),R3;

**//Creating Objects**

cout<<"\n\tRectangle 1 : ";

R1.Display();

cout<<"\n\n\tRectangle 2 : ";

R2.Display();

R3 = R1 + R2; **Statement 1**

cout<<"\n\n\tRectangle 3 : ";

R3.Display();

}

Output :

Rectangle 1 :

L : 2

B : 5

Rectangle 2 :

L : 3

B : 4

Rectangle 3 :

L : 5

B : 9

In statement 1, Left object R1 will invoke operator+() function and right object R2 is passing as argument.

Another way of calling binary operator overloading function is to call like a normal member function as follows,

R3 = R1.operator+ ( R2 );

**Friend function** :

A **friend function** will be friendly with a class even though it is not a member of that class and can access the private members of the class.

#include <iostream>

using namespace std;

class Rectangle {

int width, height;

public:

Rectangle(int w = 1, int h = 1):width(w),height(h){}

friend void display(Rectangle &);

};

void display(Rectangle &r) {

cout << r.width \* r.height << endl;

}

int main () {

Rectangle rect(5,10);

display(rect);

return 0;

}

We make a function a friend to a class by declaring a prototype of this external function within the class, and preceding it with the keyword **friend**

friend void display(Rectangle &);

The friend function **display(rect)** has an access to the private member of the Rectangle class object though it's not a member function. It gets the width and height using dot: **r.width** and **r.height**. If we do this inside main, we get an error because they are private members and we can't access them outside of the class. But friend function to the class can access the private members.

But what's the point of friend functions. In the above example, we could have made "display" as a member function of the class instead of declaring it as a friend function to the class.

Why do we need friend functions?

A friend function can be friendly to 2 or more classes. The friend function does not belong to any class, so it can be used to access private data of two or more classes as in the following example.

#include <iostream>

using namespace std;

class Square; // forward declaration

class Rectangle {

int width, height;

public:

Rectangle(int w = 1, int h = 1):width(w),height(h){}

friend void display(Rectangle &, Square &);

};

class Square {

int side;

public:

Square(int s = 1):side(s){}

friend void display(Rectangle &, Square &);

};

void display(Rectangle &r, Square &s) {

cout << "Rectangle: " << r.width \* r.height << endl;

cout << "Square: " << s.side \* s.side << endl;

}

int main () {

Rectangle rec(5,10);

Square sq(5);

display(rec,sq);

return 0;

}

Output is:

Rectangle: 50

Square: 25

The friend functions can serve, for example, to conduct operations between two different classes. Generally, the use of friend functions is out of an object-oriented programming methodology, so whenever possible it is better to use members of the same class to perform operations with them as in the following example getting exactly same output.

#include <iostream>

using namespace std;

class Rectangle {

int width, height;

public:

Rectangle(int w = 1, int h = 1):width(w),height(h){}

void display() {

cout << "Rectangle: " << width \* height << endl;

};

};

class Square {

int side;

public:

Square(int s = 1):side(s){}

void display() {

cout << "Square: " << side \* side << endl;

};

};

int main () {

Rectangle rec(5,10);

Square sq(5);

rec.display();

sq.display();

return 0;

}

Summary:

1. Friend functions are not members of any class but they can access private data of the class to which they are a friend.
2. Because they are not members of any class, you should not call them using the dot operator.

**EXERCISES:**

* A students wants to add two complex number whose one part real number and the another part is an imaginary number, you are asked to write a program to add these numbers with the help of operator overloading technique.
* A vector namely V1 and its x and y components is v1\_x and v1\_y,the second vector is V2 and it has also two component namely v2\_x and v2\_y,perform vector addition by using its respective components into third V3 and its components is v3\_x and v3\_y with the help of operator overloading.
* Calculate Area of Triangle the one class is acute angle(less than 90 degree) and another one is obtuse angle (greater than 90 degree) both class wants to access only one function which is “Area of Triangle” which is independent of all classes.