

# Chapter 8 - Operator Overloading

## Outline

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- 8.11 Overloading ++ and --
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## 8.1 Introduction

- Operator overloading
  - Enabling C++'s operators to work with class objects
  - Using traditional operators with user-defined objects
  - Requires great care; when overloading is misused, program difficult to understand
  - Examples of already overloaded operators
    - Operator `<<` is both the stream-insertion operator and the bitwise left-shift operator
    - `+` and `-`, perform arithmetic on multiple types
  - Compiler generates the appropriate code based on the manner in which the operator is used



## 8.2 Fundamentals of Operator Overloading

- Overloading an operator
  - Write function definition as normal
  - Function name is keyword **operator** followed by the symbol for the operator being overloaded
  - **operator+** used to overload the addition operator (+)
- Using operators
  - To use an operator on a class object it must be overloaded unless the assignment operator (=) or the address operator (&)
    - Assignment operator by default performs memberwise assignment
    - Address operator (&) by default returns the address of an object



## 8.3 Restrictions on Operator Overloading

- C++ operators that can be overloaded

Operators that can be overloaded							
+	-	*	/	%	^	&	
~	!	=	<	>	+=	-=	*=
/=	%=	^=	&=	=	<<	>>	>>=
<<=	==	!=	<=	>=	&&		++
--	->*	,	->	[ ]	( )	new	delete
new[ ]	delete[ ]						

- C++ Operators that cannot be overloaded

Operators that cannot be overloaded				
.	.*	::	?:	sizeof



## 8.3 Restrictions on Operator Overloading

- Overloading restrictions
  - Precedence of an operator cannot be changed
  - Associativity of an operator cannot be changed
  - Arity (number of operands) cannot be changed
    - Unary operators remain unary, and binary operators remain binary
    - Operators `&`, `*`, `+` and `-` each have unary and binary versions
    - Unary and binary versions can be overloaded separately
- No new operators can be created
  - Use only existing operators
- No overloading operators for built-in types
  - Cannot change how two integers are added
  - Produces a syntax error



## 8.4 Operator Functions as Class Members vs. as friend Functions

- Member vs non-member
  - Operator functions can be member or non-member functions
  - When overloading ( ), [ ], -> or any of the assignment operators, must use a member function
- Operator functions as member functions
  - Leftmost operand must be an object (or reference to an object) of the class
    - If left operand of a different type, operator function must be a non-member function
- Operator functions as non-member functions
  - Must be **friends** if needs to access private or protected members
  - Enable the operator to be commutative



## 8.5 Overloading Stream-Insertion and Stream-Extraction Operators

- Overloaded << and >> operators
  - Overloaded to perform input/output for user-defined types
  - Left operand of types **ostream &** and **istream &**
  - Must be a non-member function because left operand is not an object of the class
  - Must be a **friend** function to access private data members



## 1.1 Function definition

## 1.2 Initialize variables

## 2. Get input

The function call

`cin >> phone;`

interpreted as

`operator>>(cin, phone);`

`input` is an alias for `cin`, and `num` is an alias for `phone`.

object

```

31 output << "(" << num.areaCode << ")" "
32     << num.exchange << "-" << num.line;
33 return output;    // enables cout << a << b << c;
34 }
35
36 istream &operator>>( istream &input, PhoneNumber &num )
37 {
38     input.ignore();                // skip (
39     input >> setw( 4 ) >> num.areaCode; // input area code
40     input.ignore( 2 );            // skip ) and space
41     input >> setw( 4 ) >> num.exchange; // input exchange
42     input.ignore();                // skip dash
43     input >> setw( 5 ) >> num.line;    // input line
44     return input;    // enables cin >> a >> b >> c
45 }
46
47 int main()
48 {
49     PhoneNumber phone; // create object phone
50
51     cout << "Enter phone number in the form (123) 456-7890:\n";
52
53     // cin >> phone invokes operator>> function by
54     // issuing the call operator>>( cin, phone ).
55     cin >> phone;
56
57     // cout << phone invokes operator<< function by
58     // issuing the call operator<<( cout, phone ).
59     cout << "The phone number entered was: " << phone << endl;
60     return 0;
61 }

```





Outline



**Program Output**

```
Enter phone number in the form (123) 456-7890:  
(800) 555-1212  
The phone number entered was: (800) 555-1212
```

## 8.6 Overloading Unary Operators

- Overloading unary operators
  - Can be overloaded with no arguments or one argument
  - Should usually be implemented as member functions
    - Avoid **friend** functions and classes because they violate the encapsulation of a class
  - Example declaration as a member function:

```
class String {  
public:  
    bool operator!() const;  
    ...  
};
```



## 8.6 Overloading Unary Operators

- Example declaration as a non-member function

```
class String {  
    friend bool operator!( const String & )  
    ...  
}
```



## 8.7 Overloading Binary Operators

- Overloaded Binary operators
  - Non-static member function, one argument
  - Example:

```
class String {  
public:  
    const String &operator+=(  
        const String & );  
    ...  
};
```
  - `y += z` is equivalent to `y.operator+=( z )`



## 8.7 Overloading Binary Operators

- Non-member function, two arguments
- Example:

```
class String {  
    friend const String &operator+=(  
        String &, const String & );  
    ...  
};
```

- `y += z` is equivalent to `operator+=( y, z )`



## 8.8 Case Study: An Array class

- Implement an **Array** class with
  - Range checking
  - Array assignment
  - Arrays that know their size
  - Outputting/inputting entire arrays with `<<` and `>>`
  - Array comparisons with `==` and `!=`



## 1. Class definition

### 1.1 Function prototypes

```

1 // Fig. 8.4: array1.h
2 // Simple class Array (for integers)
3 #ifndef ARRAY1_H
4 #define ARRAY1_H
5
6 #include <iostream>
7
8 using std::ostream;
9 using std::istream;
10
11 class Array {
12     friend ostream &operator<<( ostream &, const Array & );
13     friend istream &operator>>( istream &, Array & );
14 public:
15     Array( int = 10 );           // default constructor
16     Array( const Array & );     // copy constructor
17     ~Array();                   // destructor
18     int getSize() const;        // return size
19     const Array &operator=( const Array & ); // assign arrays
20     bool operator==( const Array & ) const; // compare equal
21
22     // Determine if two arrays are not equal and
23     // return true, otherwise return false (uses operator==).
24     bool operator!=( const Array &right ) const
25     { return ! ( *this == right ); }
26
27     int &operator[]( int );      // subscript operator
28     const int &operator[]( int ) const; // subscript operator
29     static int getArrayCount(); // Return count of
30                                // arrays instantiated.
31 private:
32     int size; // size of the array
33     int *ptr; // pointer to first element of array
34     static int arrayCount; // # of Arrays instantiated

```

Notice all the overloaded operators used to implement the class.



## 1. Load header

### 1.1 Function definitions

### 1.2 Array constructor

```
35 };
36
37 #endif
38 // Fig 8.4: array1.cpp
39 // Member function definitions for class Array
40 #include <iostream>
41
42 using std::cout;
43 using std::cin;
44 using std::endl;
45
46 #include <iomanip>
47
48 using std::setw;
49
50 #include <cstdlib>
51 #include <cassert>
52 #include "array1.h"
53
54 // Initialize static data member at file scope
55 int Array::arrayCount = 0;    // no objects yet
56
57 // Default constructor for class Array (default size 10)
58 Array::Array( int arraySize )
59 {
60     size = ( arraySize > 0 ? arraySize : 10 );
61     ptr = new int[ size ]; // create space for array
62     assert( ptr != 0 );    // terminate if memory not allocated
63     ++arrayCount;         // count one more object
64
65     for ( int i = 0; i < size; i++ )
66         ptr[ i ] = 0;      // initialize array
```





## 1.3 Array destructor

## 1.4 operator= (assignment)

```
67 }
68
69 // Copy constructor for class Array
70 // must receive a reference to prevent infinite recursion
71 Array::Array( const Array &init ) : size( init.size )
72 {
73     ptr = new int[ size ]; // create space for array
74     assert( ptr != 0 );    // terminate if memory not allocated
75     ++arrayCount;          // count one more object
76
77     for ( int i = 0; i < size; i++ )
78         ptr[ i ] = init.ptr[ i ]; // copy init into object
79 }
80
81 // Destructor for class Array
82 Array::~Array()
83 {
84     delete [] ptr;          // reclaim space for array
85     --arrayCount;          // one fewer object
86 }
87
88 // Get the size of the array
89 int Array::getSize() const { return size; }
90
91 // Overloaded assignment operator
92 // const return avoids: ( a1 = a2 ) = a3
93 const Array &Array::operator=( const Array &right )
94 {
95     if ( &right != this ) { // check for self-assignment
96
97         // for arrays of different sizes, deallocate original
98         // left side array, then allocate new left side array.
99         if ( size != right.size ) {
100             delete [] ptr;          // reclaim space
```



1.5 operator==  
(equality)

1.6 operator[ ]  
(subscript for non-const arrays)

```

101     size = right.size;           // resize this object
102     ptr = new int[ size ]; // create space for array copy
103     assert( ptr != 0 );         // terminate if not allocated
104 }
105
106 for ( int i = 0; i < size; i++ )
107     ptr[ i ] = right.ptr[ i ]; // copy array into object
108 }
109
110 return *this; // enables x = y = z;
111 }
112
113 // Determine if two arrays are equal and
114 // return true, otherwise return false.
115 bool Array::operator==( const Array &right ) const
116 {
117     if ( size != right.size )
118         return false; // arrays of different sizes
119
120     for ( int i = 0; i < size; i++ )
121         if ( ptr[ i ] != right.ptr[ i ] )
122             return false; // arrays are not equal
123
124     return true; // arrays are equal
125 }
126
127 // Overloaded subscript operator for non-const Arrays
128 // reference return creates an lvalue
129 int &Array::operator[]( int subscript )
130 {
131     // check for subscript out of range error
132     assert( 0 <= subscript && subscript < size );

```



1.6 operator[ ]  
(subscript for const arrays)

1.7 getArrayCount

1.8 operator>>  
(input array)

1.9 operator<<  
(output array)

```
133
134     return ptr[ subscript ]; // reference return
135}
136
137// Overloaded subscript operator for const Arrays
138// const reference return creates an rvalue
139const int &Array::operator[]( int subscript ) const
140{
141    // check for subscript out of range error
142    assert( 0 <= subscript && subscript < size );
143
144    return ptr[ subscript ]; // const reference return
145}
146
147// Return the number of Array objects instantiated
148// static functions cannot be const
149int Array::getArrayCount() { return arrayCount; }
150
151// Overloaded input operator for class Array;
152// inputs values for entire array.
153istream &operator>>( istream &input, Array &a )
154{
155    for ( int i = 0; i < a.size; i++ )
156        input >> a.ptr[ i ];
157
158    return input;    // enables cin >> x >> y;
159}
160
161// Overloaded output operator for class Array
162ostream &operator<<( ostream &output, const Array &a )
163{
```

## 1. Load header

```
164     int i;
165
166     for ( i = 0; i < a.size; i++ ) {
167         output << setw( 12 ) << a.ptr[ i ];
168
169         if ( ( i + 1 ) % 4 == 0 ) // 4 numbers per row of output
170             output << endl;
171     }
172
173     if ( i % 4 != 0 )
174         output << endl;
175
176     return output;    // enables cout << x << y;
177 }
178 // Fig. 8.4: fig08_04.cpp
179 // Driver for simple class Array
180 #include <iostream>
181
182 using std::cout;
183 using std::cin;
184 using std::endl;
185
186 #include "array1.h"
187
188 int main()
189 {
190     // no objects yet
191     cout << "# of arrays instantiated = "
192          << Array::getArrayCount() << '\n';
193
```

# of arrays instantiated = 0

**1.1 Initialize objects**

```

194 // create two arrays and print Array count
195 Array integers1( 7 ), integers2;
196 cout << "# of arrays instantiated = "
197     << Array::getArrayCount() << "\n\n";
198
199 // print integers1 size and contents
200 cout << "Size of array integers1 is "
201     << integers1.getSize()
202     << "\nArray after initialization:\n"
203     << integers1 << '\n';
204
205 // print integers2 size and contents
206 cout << "Size of array integers2 is "
207     << integers2.getSize()
208     << "\nArray after initialization:\n"
209     << integers2 << '\n';
210
211 // input and print integers1 and integers2
212 cout << "Input 17 integers:\n";
213 cin >> integers1 >> integers2;
214 cout << "After input, the arrays contain:\n"
215     << "integers1:\n" << integers1
216     << "integers2:\n" << integers2 << '\n';
217
218 // use overloaded inequality (!=) operator
219 cout << "Evaluating: integers1 != integers2\n"
220 if ( integers1 != integers2 )
221     cout << "They are not equal\n";
222
223 // create array integers3 using integers1 as an
224 // initializer; print size and contents
225 Array integers3( integers1 );
226

```

# of arrays instantiated = 2

Size of array integers1 is 7  
 Array after initialization:

0	0	0	0
0	0	0	

Size of array integers2 is 10  
 Array after initialization:

0	0	0	0
0	0	0	0
0	0		

Input 17 integers:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

After input, the arrays contain:

integers1:

1	2	3	4
5	6	7	

integers2:

8	9	10	11
12	13	14	15
16	17		

Evaluating: integers1 != integers2  
 They are not equal

```

227 cout << "\nSize of array integers3 is "
228     << integers3.getSize()
229     << "\nArray after initialization:\n"
230     << integers3 << '\n';

```

Size of array integers3 is 7

Array after initialization:

1	2	3	4
5	6	7	

```

232 // use overloaded assignment (
233 cout << "Assigning integers2 to
234 integers1 = integers2;
235 cout << "integers1:\n" << integers1
236     << "integers2:\n" << integers2 << '\n';

```

Assigning integers2 to integers1:

integers1:

8	9	10	11
12			
16			

Evaluating: integers1 == integers2

They are equal

integers1[5] is 13

integers2:

8	9	10	11
12	13	14	15

Attempt to assign 1000 to integers1[15]

Assertion failed: 0 <= subscript && subscript < size, file Array1.cpp, line 95 abnormal program termination

```

238 // use overloaded equality (==) operator
239 cout << "Evaluating: integers1 == integers2\n";
240 if ( integers1 == integers2 )
241     cout << "They are equal\n\n";

```

```

243 // use overloaded subscript operator
244 cout << "integers1[5] is " << integers1[5];

```

```

246 // use overloaded subscript operator
247 cout << "Assigning 1000 to integer
248 integers1[ 5 ] = 1000;
249 cout << "integers1:\n" << integers1;

```

```

251 // attempt to use out of range subscript
252 cout << "Attempt to assign 1000 to
253 integers1[ 15 ] = 1000; // ERROR
254
255 return 0;

```

As:

integers1:

8	9	10	11
12	1000	14	15
16	17		

```

256 }

```



## Program Output

```
# of arrays instantiated = 0
```

```
# of arrays instantiated = 2
```

```
Size of array integers1 is 7
```

```
Array after initialization:
```

```

0          0          0          0
0          0          0          0
```

```
Size of array integers2 is 10
```

```
Array after initialization:
```

```

0          0          0          0
0          0          0          0
0          0
```

```
Input 17 integers:
```

```
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17
```

```
After input, the arrays contain:
```

```
integers1:
```

```

1          2          3          4
5          6          7
```

```
integers2:
```

```

8          9          10         11
12         13         14         15
16         17
```

```
Evaluating: integers1 != integers2
```

```
They are not equal
```

```
Size of array integers3 is 7
```

```
Array after initialization:
```

```

1          2          3          4
5          6          7
```



## Program Output

Assigning integers2 to integers1:

integers1:

8	9	10	11
12	13	14	15
16	17		

integers2:

8	9	10	11
12	13	14	15
16	17		

Evaluating: integers1 == integers2

They are equal

integers1[5] is 13

Assigning 1000 to integers1[5]

integers1:

8	9	10	11
12	1000	14	15
16	17		

Attempt to assign 1000 to integers1[15]

Assertion failed: 0 <= subscript && subscript < size, file Array1.cpp,  
line 95 abnormal program termination



## 8.9 Converting between Types

- Cast operator
  - Forces conversions among built-in types
  - Specifies conversions between user defined and built-in types
  - Conversion operator must be a non-**static** member function
  - Cannot be a **friend** function
  - Do not specify return type
    - Return type is the type to which the object is being converted
  - For user-defined class **A**
    - A::operator char \*() const;**
      - Declares an overloaded cast operator function for creating a **char \*** out of an **A** object



## 8.9 Converting between Types

**A::operator int() const;**

- Declares an overloaded cast operator function for converting an object of **A** into an integer

**A::operator otherClass() const;**

- Declares an overloaded cast operator function for converting an object of **A** into an object of **otherClass**

- Compiler and casting

- Casting can prevent the need for overloading
- If an object *s* of user-defined class *String* appears in a program where an ordinary **char \*** is expected, such as

**cout << s;**

The compiler calls the overloaded cast operator function **operator char \*** to convert the object into a **char \*** and uses the resulting **char \*** in the expression



## 8.10 Case Study: A `string` Class

- Build a class to handle strings
  - Class **`string`** in standard library (more Chapter 19)
- Conversion constructor
  - Single-argument constructors that turn objects of other types into class objects





## 1. Class definition

### 1.1 Member functions, some definitions

```
1 // Fig. 8.5: String1.h
2 // Definition of a String class
3 #ifndef STRING1_H
4 #define STRING1_H
5
6 #include <iostream>
7
8 using std::ostream;
9 using std::istream;
10
11 class String {
12     friend ostream &operator<<( ostream &, const String & );
13     friend istream &operator>>( istream &, String & );
14
15 public:
16     String( const char * = "" ); // conversion/default ctor
17     String( const String & );    // copy constructor
18     ~String();                  // destructor
19     const String &operator=( const String & ); // assignment
20     const String &operator+=( const String & ); // concatenation
21     bool operator!() const;      // is String empty?
22     bool operator==( const String & ) const; // test s1 == s2
23     bool operator<( const String & ) const;  // test s1 < s2
24
25     // test s1 != s2
26     bool operator!=( const String & right ) const
27     { return !( *this == right ); }
28
29     // test s1 > s2
30     bool operator>( const String &right ) const
31     { return right < *this; }
32
33     // test s1 <= s2
```

## 1.2 Member variables

```
34  bool operator<=( const String &right ) const
35      { return !( right < *this ); }
36
37  // test s1 >= s2
38  bool operator>=( const String &right ) const
39      { return !( *this < right ); }
40
41  char &operator[]( int );           // subscript operator
42  const char &operator[]( int ) const; // subscript operator
43  String operator()( int, int );     // return a substring
44  int getLength() const;             // return string length
45
46 private:
47     int length;                     // string length
48     char *sPtr;                     // pointer to start of string
49
50     void setString( const char * ); // utility function
51 };
52
53 #endif
54 // Fig. 8.5: string1.cpp
55 // Member function definitions for class String
56 #include <iostream>
57
58 using std::cout;
59 using std::endl;
60
61 #include <iomanip>
62
63 using std::setw;
64
```

## 1. Load header

### 1.1 Function definitions

### 1.2 Conversion constructor

### 1.3 Copy constructor

### 1.4 Destructor

### 1.5 operator=

ent)

Constructors and destructors will print when called.

```

65 #include <cstring>
66 #include <cassert>
67 #include "string1.h"
68
69 // Conversion constructor: Convert char * to String
70 String::String( const char *s ) : length( strlen( s ) )
71 {
72     cout << "Conversion constructor: " << s << '\n';
73     setString( s );           // call utility function
74 }
75
76 // Copy constructor
77 String::String( const String &copy ) : length( copy.length )
78 {
79     cout << "Copy constructor: " << copy.sPtr << '\n';
80     setString( copy.sPtr );   // call utility function
81 }
82
83 // Destructor
84 String::~String()
85 {
86     cout << "Destructor: " << sPtr << '\n';
87     delete [] sPtr;           // reclaim string
88 }
89
90 // Overloaded = operator; avoids self assignment
91 const String &String::operator=( const String &right )
92 {
93     cout << "operator= called\n";
94
95     if ( &right != this ) {           // avoid self assignment

```



## Outline



1.6 operator+=  
(concatenation)

1.7 operator!  
(string empty?)

1.8 operator==  
(equality)

```

96     delete [] sPtr;           // prevents memory leak
97     length = right.length;    // new String length
98     setString( right.sPtr );   // call utility function
99 }
100 else
101     cout << "Attempted assignment of a String to itself\n";
102
103     return *this;    // enables cascaded assignments
104 }
105
106 // Concatenate right operand to this object and
107 // store in this object.
108 const String &String::operator+=( const String &right )
109 {
110     char *tempPtr = sPtr;      // hold to be able to delete
111     length += right.length;    // new String length
112     sPtr = new char[ length + 1 ]; // create space
113     assert( sPtr != 0 );       // terminate if memory not allocated
114     strcpy( sPtr, tempPtr );    // left part of new String
115     strcat( sPtr, right.sPtr ); // right part of new String
116     delete [] tempPtr;          // reclaim old space
117     return *this;              // enables cascaded calls
118 }
119
120 // Is this String empty?
121 bool String::operator!() const { return length == 0; }
122
123 // Is this String equal to right String?
124 bool String::operator==( const String &right ) const
125     { return strcmp( sPtr, right.sPtr ) == 0; }
126
127 // Is this String less than right String?

```



## Outline



**1.9 operator<**  
(less than)

**1.10 operator[]**  
(subscript)

**1.11 operator[]**  
(const subscript)

**1.12 operator()**  
(return substring)

Notice the overloaded  
function call operator.



```

128 bool String::operator<( const String &right ) const
129     { return strcmp( sPtr, right.sPtr ) < 0; }
130
131 // Return a reference to a character in a String as an lvalue.
132 char &String::operator[]( int subscript )
133 {
134     // First test for subscript out of range
135     assert( subscript >= 0 && subscript < length );
136
137     return sPtr[ subscript ]; // creates lvalue
138 }
139
140 // Return a reference to a character in a String as an rvalue.
141 const char &String::operator[]( int subscript ) const
142 {
143     // First test for subscript out of range
144     assert( subscript >= 0 && subscript < length );
145
146     return sPtr[ subscript ]; // crea
147 }
148
149 // Return a substring beginning at index and
150 // of length subLength
151 String String::operator()( int index, int subLength )
152 {
153     // ensure index is in range and substring length >= 0
154     assert( index >= 0 && index < length && subLength >= 0 );
155
156     // determine length of substring
157     int len;
158

```





## 1.13 getLength

## 1.14 setString

```
159 if ( ( subLength == 0 ) || ( index + subLength > length ) )
160     len = length - index;
161 else
162     len = subLength;
163
164 // allocate temporary array for substring and
165 // terminating null character
166 char *tempPtr = new char[ len + 1 ];
167 assert( tempPtr != 0 ); // ensure space allocated
168
169 // copy substring into char array and terminate string
170 strncpy( tempPtr, &sPtr[ index ], len );
171 tempPtr[ len ] = '\0';
172
173 // Create temporary String object containing the substring
174 String tempString( tempPtr );
175 delete [] tempPtr; // delete the temporary array
176
177 return tempString; // return copy of the temporary String
178 }
179
180 // Return string length
181 int String::getLength() const { return length; }
182
183 // Utility function to be called by constructors and
184 // assignment operator.
185 void String::setString( const char *string2 )
186 {
187     sPtr = new char[ length + 1 ]; // allocate storage
188     assert( sPtr != 0 ); // terminate if memory not allocated
189     strcpy( sPtr, string2 ); // copy literal to object
190 }
```



## Outline



1.15 operator<<  
(output String)

1.16 operator>>  
(input String)

-----  
1. Load header

1.1 Initialize objects

Conversion constructor: happy  
Conversion constructor: birthday  
Conversion constructor:

```

191
192// Overloaded output operator
193ostream &operator<<( ostream &output, const String &s )
194{
195    output << s.sPtr;
196    return output;    // enables cascading
197}
198
199// Overloaded input operator
200istream &operator>>( istream &input, String &s )
201{
202    char temp[ 100 ];    // buffer to store input
203
204    input >> setw( 100 ) >> temp;
205    s = temp;            // use String class assignment operator
206    return input;        // enables cascading
207}
208// Fig. 8.5: fig08_05.cpp
209// Driver for class String
210#include <iostream>
211
212using std::cout;
213using std::endl;
214
215#include "string1.h"
216
217int main()
218{
219    String s1( "happy" ), s2( " birthday" ), s3;
220

```

## 2. Function calls

```
221 // test overloaded equality and relational operators
```

```
222 cout << "s1 is \" << s1 << "\"; s2 is \" << s2
223     << "\"; s3 is \" << s3 << '\"'
224     << "\nThe results of comparing s2 and s1:"
225     << "\ns2 == s1 yields "
226     << ( s2 == s1 ? "true" : "false" )
227     << "\ns2 != s1 yields "
228     << ( s2 != s1 ? "true" : "false" )
229     << "\ns2 > s1 yields "
230     << ( s2 > s1 ? "true" : "false" )
231     << "\ns2 < s1 yields "
232     << ( s2 < s1 ? "true" : "false" )
233     << "\ns2 >= s1 yields "
234     << ( s2 >= s1 ? "true" : "false" )
235     << "\ns2 <= s1 yields "
236     << ( s2 <= s1 ? "true" : "false" );
```

```
s1 is "happy"; s2 is " birthday"; s3 is ""
The results of comparing s2 and s1:
s2 == s1 yields false
s2 != s1 yields true
s2 > s1 yields false
s2 < s1 yields true
s2 >= s1 yields false
s2 <= s1 yields true
```

```
237
238 // test overloaded String empty (!) operator
```

```
239 cout << "\n\nTesting !s3:\n";
240 if ( !s3 ) {
241     cout << "s3 is empty; assigning s1 to s3;\n";
242     s3 = s1; // test overloaded assignment operator
243     cout << "s3 is \" << s3 << "\"";
244 }
```

Testing !s3:

```
s3 is empty; assigning s1 to s3;
operator= called
s3 is "happy"
```

s1 += s2 yields s1 = happy birthday

```
245
246 // test overloaded String concatenation operator
```

```
247 cout << "\n\ns1 += s2 yields s1 = ";
248 s1 += s2; // test overloaded String concatenation operator
249 cout << s1;
```

s1 += " to you" yields

Conversion constructor: to you

Destructor: to you

```
250
251 // test conversion constructor
```

```
252 cout << "\n\ns1 += \" to you\" yields\n";
253 s1 += " to you"; // test conversion constructor
```

**2. Function calls**

```
254 cout << "s1 = " << s1 << "\n\n";
```

```
s1 = happy birthday to you
```



```
256 // test overloaded function call operator () for substring
```



```
257 cout << "The substring of s1 starting at\n"
```

```
258     << "location 0 for 14 characters, s1(0, 14), is:\n"
```

```
259     << s1( 0, 14 ) << "\n\n";
```

```
261 // test substring "to-end-of-String" option
```

```
262 cout << "The substring of s1 starting at\n"
```

```
263     << "location 15, s1(15, 0), is: "
```

```
264     << s1( 15, 0 ) << "\n\n"; // 0 is to-end-of-String
```

```
266 // test copy constructor
```

```
267 String *s4Ptr = new String( s1 );
```

```
268 cout << "*s4Ptr = " << *s4Ptr << "\n\n";
```

```
270 // test assignment (=) operator with self
```

```
271 cout << "assigning *s4Ptr to *s4Ptr\n";
```

```
272 *s4Ptr = *s4Ptr; // test overloaded assignment operator
```

```
273 cout << "*s4Ptr = " << *s4Ptr << '\n';
```

```
275 // test destructor
```

```
276 delete s4Ptr;
```

```
278 // test using subscript operator to create lvalue
```

```
279 s1[ 0 ] = 'H';
```

```
280 s1[ 6 ] = 'B';
```

```
281 cout << "\ns1 after s1[0] = 'H' and s1[6] = 'B' is: "
```

```
282     << s1 << "\n\n";
```

```
283
```

```
Conversion constructor: happy birthday
```

```
Copy constructor: happy birthday
```

```
Destructor: happy birthday
```

```
The substring of s1 starting at
```

```
location 0 for 14 characters, s1(0, 14), is:
```

```
Destructor: happy birthday
```

```
Destructor: to you
```

```
Copy constructor: happy birthday to you
```

```
*s4Ptr = happy birthday to you
```

```
assigning *s4Ptr to *s4Ptr
```

```
operator= called
```

```
Attempted assignment of a String to itself
```

```
*s4Ptr = happy birthday to you
```

```
Destructor: happy birthday to you
```

```
s1 after s1[0] = 'H' and s1[6] = 'B' is: Happy Birthday to you
```



```

284 // test subscript out of range
285 cout << "Attempt to assign 'd' to s1[30] yields:" << endl;
286 s1[ 30 ] = 'd'; // ERROR: subscript out of range
287
288 return 0;
289 }

```

Attempt to assign 'd' to s1[30] yields:

Assertion failed: subscript >= 0 && subscript < length, file string1.cpp, line 82

Abnormal program termination

Conversion constructor: happy  
 Conversion constructor: birthday  
 Conversion constructor:  
 s1 is "happy"; s2 is " birthday"; s3 is  
 The results of comparing s2 and s1:  
 s2 == s1 yields false  
 s2 != s1 yields true  
 s2 > s1 yields false  
 s2 < s1 yields true  
 s2 >= s1 yields false  
 s2 <= s1 yields true

Testing !s3:  
 s3 is empty; assigning s1 to s3;  
 operator= called  
 s3 is "happy"  
 s1 += s2 yields s1 = happy birthday

s1 += " to you" yields

Conversion constructor: to you

Destructor: to you

s1 = happy birthday to you



## Program Output

```
Conversion constructor: happy birthday
Copy constructor: happy birthday
Destructor: happy birthday
The substring of s1 starting at
location 0 for 14 characters, s1(0, 14), is:
happy birthday
```

```
Destructor: happy birthday
Conversion constructor: to you
Copy constructor: to you
Destructor: to you
The substring of s1 starting at
location 15, s1(15, 0), is: to you
```

```
Destructor: to you
Copy constructor: happy birthday to you
*s4Ptr = happy birthday to you
```

```
assigning *s4Ptr to *s4Ptr
operator= called
Attempted assignment of a String to itself
*s4Ptr = happy birthday to you
Destructor: happy birthday to you
```

```
s1 after s1[0] = 'H' and s1[6] = 'B' is: Happy Birthday to you
```

```
Attempt to assign 'd' to s1[30] yields:
```

```
Assertion failed: subscript >= 0 && subscript < length, file
string1.cpp, line 82
```

```
Abnormal program termination
```

## 8.11 Overloading ++ and --

- Pre/post incrementing/decrementing operators
  - Allowed to be overloaded
  - Distinguishing between pre and post operators
    - prefix versions are overloaded the same as other prefix unary operators

**d1.operator++( );                    // for ++d1**

- convention adopted that when compiler sees postincrementing expression, it will generate the member-function call

**d1.operator++( 0 );            // for d1++**

- 0 is a dummy value to make the argument list of **operator++** distinguishable from the argument list for **++operator**



## 8.12 Case Study: A Date Class

- The following example creates a Date class with
  - An overloaded increment operator to change the day, month and year
  - An overloaded `+=` operator
  - A function to test for leap years
  - A function to determine if a day is last day of a month







## 1. Class definition

### 1.1 Member functions

### 1.2 Member variables

```
1 // Fig. 8.6: date1.h
2 // Definition of class Date
3 #ifndef DATE1_H
4 #define DATE1_H
5 #include <iostream>
6
7 using std::ostream;
8
9 class Date {
10     friend ostream &operator<<( ostream &, const Date & );
11
12 public:
13     Date( int m = 1, int d = 1, int y = 1900 ); // constructor
14     void setDate( int, int, int ); // set the date
15     Date &operator++(); // preincrement operator
16     Date operator++( int ); // postincrement operator
17     const Date &operator+=( int ); // add days, modify object
18     bool leapYear( int ) const; // is this a leap year?
19     bool endOfMonth( int ) const; // is this end of month?
20
21 private:
22     int month;
23     int day;
24     int year;
25
26     static const int days[]; // array of days per month
27     void helpIncrement(); // utility function
28 };
29
30 #endif
```



## 1. Load header

### 1.1 Define days[ ]

### 1.2 Function definitions

### 1.3 Constructor

### 1.4 operator++ (preincrement)

```

31 // Fig. 8.6: date1.cpp
32 // Member function definitions for Date class
33 #include <iostream>
34 #include "date1.h"
35
36 // Initialize static member at file scope;
37 // one class-wide copy.
38 const int Date::days[] = { 0, 31, 28, 31, 30, 31, 30,
39                             31, 31, 30, 31, 30, 31 };
40
41 // Date constructor
42 Date::Date( int m, int d, int y ) { setDate( m, d, y ); }
43
44 // Set the date
45 void Date::setDate( int mm, int dd, int yy )
46 {
47     month = ( mm >= 1 && mm <= 12 ) ? mm : 1;
48     year = ( yy >= 1900 && yy <= 2100 ) ? yy : 1900;
49
50     // test for a leap year
51     if ( month == 2 && leapYear( year ) )
52         day = ( dd >= 1 && dd <= 29 ) ? dd : 1;
53     else
54         day = ( dd >= 1 && dd <= days[ month ] ) ? dd : 1;
55 }
56
57 // Preincrement operator overloaded as a member function.
58 Date &Date::operator++()
59 {
60     helpIncrement();
61     return *this; // reference return to create an lvalue
62 }
63

```



## Outline



1.5 operator++(int)  
(postincrement)

1.6 operator+=

1.7 leapYear

1.8 endOfMonth

```
64 // Postincrement operator overloaded as a member function.
65 // Note that the dummy integer parameter does not have a
66 // parameter name.
67 Date Date::operator++( int )
68 {
69     Date temp = *this;
70     helpIncrement();
71
72     // return non-incremented, saved, temporary object
73     return temp;    // value return; not a reference return
74 }
75
76 // Add a specific number of days to a date
77 const Date &Date::operator+=( int additionalDays )
78 {
79     for ( int i = 0; i < additionalDays; i++ )
80         helpIncrement();
81
82     return *this;    // enables cascading
83 }
84
85 // If the year is a leap year, return true;
86 // otherwise, return false
87 bool Date::leapYear( int y ) const
88 {
89     if ( y % 400 == 0 || ( y % 100 != 0 && y % 4 == 0 ) )
90         return true;    // a leap year
91     else
92         return false;    // not a leap year
93 }
94
95 // Determine if the day is the end of the month
96 bool Date::endOfMonth( int d ) const
97 {
```

postincrement operator  
has a dummy **int** value.



## 1.9 helpIncrement

## 1.10 operator<< (output Date)

```

98     if ( month == 2 && leapYear( year ) )
99         return d == 29; // last day of Feb. in leap year
100     else
101         return d == days[ month ];
102 }
103
104 // Function to help increment the date
105 void Date::helpIncrement()
106 {
107     if ( endOfMonth( day ) && month == 12 ) { // end year
108         day = 1;
109         month = 1;
110         ++year;
111     }
112     else if ( endOfMonth( day ) ) { // end month
113         day = 1;
114         ++month;
115     }
116     else // not end of month or year; increment day
117         ++day;
118 }
119
120 // Overloaded output operator
121 ostream &operator<<( ostream &output, const Date &d )
122 {
123     static char *monthName[ 13 ] = { "", "January",
124         "February", "March", "April", "May", "June",
125         "July", "August", "September", "October",
126         "November", "December" };
127
128     output << monthName[ d.month ] << ' '
129         << d.day << ", " << d.year;
130
131     return output; // enables cascading
132 }

```

## 1. Load header

objects

## 2. Function calls

## 3. Print results

```
d1 is January 1, 1900
d2 is December 27, 1992
d3 is January 1, 1900
```

```
d2 += 7 is January 3, 1993
```

```
d3 is February 28, 1992
++d3 is February 29, 1992
```

Testing the preincrement operator:

```
d4 is March 18, 1969
++d4 is March 19, 1969
d4 is March 19, 1969
```

Testing the preincrement operator:

```
d4 is March 18, 1969
++d4 is March 19, 1969
d4 is March 19, 1969
```

```
133// Fig. 8.6: fig08_06.cpp
```

```
134// Driver for class Date
```

```
135#include <iostream>
```

```
136
```

```
137using std::cout;
```

```
138using std::endl;
```

```
139
```

```
140#include "date1.h"
```

```
141
```

```
142int main()
```

```
143{
```

```
144    Date d1, d2( 12, 27, 1992 ), d3( 0, 99, 8045 );
```

```
145    cout << "d1 is " << d1
```

```
146        << "\nd2 is " << d2
```

```
147        << "\nd3 is " << d3 << "\n\n";
```

```
148
```

```
149    cout << "d2 += 7 is " << ( d2 += 7 ) << "\n\n";
```

```
150
```

```
151    d3.setDate( 2, 28, 1992 );
```

```
152    cout << "    d3 is " << d3;
```

```
153    cout << "\n++d3 is " << ++d3 << "\n\n";
```

```
154
```

```
155    Date d4( 3, 18, 1969 );
```

```
156
```

```
157    cout << "Testing the preincrement operator:\n"
```

```
158        << "    d4 is " << d4 << '\n';
```

```
159    cout << "++d4 is " << ++d4 << '\n';
```

```
160    cout << "    d4 is " << d4 << "\n\n";
```

```
161
```

```
162    cout << "Testing the postincrement operator:\n"
```

```
163        << "    d4 is " << d4 << '\n';
```

```
164    cout << "d4++ is " << d4++ << '\n';
```

```
165    cout << "    d4 is " << d4 << endl;
```

```
166
```

```
167    return 0;
```

```
168}
```



## Program Output

```
d1 is January 1, 1900
d2 is December 27, 1992
d3 is January 1, 1900
```

```
d2 += 7 is January 3, 1993
```

```
    d3 is February 28, 1992
++d3 is February 29, 1992
```

```
Testing the preincrement operator:
```

```
    d4 is March 18, 1969
++d4 is March 19, 1969
    d4 is March 19, 1969
```

```
Testing the postincrement operator:
```

```
    d4 is March 19, 1969
d4++ is March 19, 1969
    d4 is March 20, 1969
```