REPORT

-I made the 2 attributes of money class (lira and kurus) private, so they cannot be changed in main function randomly. I also added some restrictions to their values (Lira cannot be less than zero, kurus cannot be more than 99; otherwise it will throw an error.).

- I overloaded addition (+), subtraction (-), and comparing operations (<, >, ==) for Money class. So whenever they are called, they will do well for money objects. I also overloaded "<<" operator, so whenever a money object is printed, it will print in "x lira y kurus" form.

- Since I wrote "throw" only in money class, I used try and catch notation only for money objects in main.

-In genericArray class, I made x and total attributes private ("int x" is to specify the size of array). Because they don't have to be reachable. However I made the *elements attribute public, because I need to reach it in main (As it is same in example main code of homework).

-To specify the type of the array, I used `typeid(x).name()` function on genericArray class. The problem is g++ compiler writes "i" instead of integer, "d" instead of double, and "5Money" instead of class money(and probably "f" for float). I couldn't find any other solution for this problem (It works better on Visual Studio by the way).

- Since I allocate "elements" array dynamically (since *elements is a pointer), I had to overload "=" operator to avoid any possible memory leak. Because of dynamic allocation I also wrote the destructor.

-I also made the calculations and printings in sum() function, so i didn't make the total attribute public(I didn't need to use it in main like the example code).