

COE – 351: OBJECT-ORIENTED PROGRAMMING

LAB ACTIVITY 9

OPERATOR OVERLOADING

INTRODUCTION

This lab activity will concentrate on the concept of operator overloading. You'll need to understand the concept behind classes as well. Have a go at it before coming to the lab.

PRACTICE

Consider the following:

```
#include <iostream>
#include <string>
using namespace std;

class YouTubeChannel{
    public:
        string Name;
        int SubscribersCount;

        YouTubeChannel(string name, int subscribersCount){
            Name = name;
            SubscribersCount = subscribersCount;
        }
};

int main () {
    YouTubeChannel yt1 = YouTubeChannel("Grade A Under A", 3680000);
    cout << yt1;
    return 0;
}
```

P.T.O

The purpose of this block of code is to print out the name of a YouTube channel and the number of subscribers. However, there's an error in here. In order to successfully build and run this code, the "<<" operator (an *ostream* operator) must be overloaded. This is where you come in. Fix that.