

Object Class Documentation

Source File: Object.h
Class Header: class Object
Namespace: osl

Overview

The *Object* class is an object representation.

Destructor

- `~Object()` [virtual]
 - **Purpose:** Does nothing.

Methods

- `toString() const` [pure virtual]
 - **Purpose:** Provides a string representation of the *Object* object.
 - **Return:** A string representation of the object.

Non-Member Functions

- `operator<<(ostream& out,const Mask& obj)`
 - **Purpose:** Overloads the ostream (output stream) operator to allow easy printing of class objects.
 - **Parameters:**
 - *out*: Reference of an ostream object.
 - *obj*: Constant reference of an *Mask* object.
 - **Return:** *out*.