



Given the software restrictions behind certain characters, note the following:

- Something that ends with P indicates a pointer (e.g. EntityP is Entity\*)
- Something that ends with A indicates a reference to (e.g. EntityManagerA is EntityManager&)
- The method operator\_\_\_ where \_\_\_ is the name for an operator implies overloading that particular operator (e.g. operatorAssign is operator=)