**CPS 280 - Lab Assignment #10**

**Operator Overloading**

**Reading a File into an Array of Objects**

**Date Assigned: 11/15/16 Date Due: 11/22/16 Points: 40**

1. Create a console or GUI application in which you create a class such as Movie, Artist, VideoGame, etc. (Do not use Song, since my example is using Song) with the following characteristics:
   1. Make sure the class is in a separate .cs file
   2. 5 members, 1 of which is double, 1 of which is int, the others can be string, char, bool, etc.
   3. Create the necessary constructors
   4. Create properties for each of the 5 variables,
2. Create methods with the following characteristics
   1. showValues()
   2. Overload the ++ operator
   3. Overload the – operator
   4. Overload the + operator
   5. Overload the –- operator
   6. Overload at least two other operators of your choice (<, > ==, \*, /, etc.)
3. Create an array of objects of your type, and load 10 sets of values into the array from a file.
   1. You must spit the line that you read into component strings
   2. Each value in the file must be used to initia-lize a member variable in the array of objects
4. Use main() to
   1. Show the use of your overloaded operators
   2. Load the array with the values, transforming them from a read line of text from the file, to an array of strings, to a group of member variable data stored in an object.
   3. Display the values from the array of objects in a tabular form
5. Zip up the project, and provide at least 3 output samples in Word (screenshots), and display the original file contents and the changed file contents in the textfiles.