

The error occurred because default constructor && assignment operator are not defined, changed array to be pointer array to avoid creating them and unnecessarily instantiating the objects in the array from the main

<pre>13 const int crewSize = 2; 14 15 Pirate strawHatCrew[2]; 16 strawHatCrew[0] = luffy; 17 strawHatCrew[1] = zoro; 18 19 cout << "Straw Hat crew contains:" << endl; 20 for (int i = 0; i < crewSize; i++) { 21 cout << strawHatCrew[i] << endl; 22 } 23 24 return 0; 25 }</pre>	<pre>13 const int crewSize = 2; 14 15 Pirate* strawHatCrew[2]; 16 strawHatCrew[0] = &luffy; 17 strawHatCrew[1] = &zoro; 18 19 cout << "Straw Hat crew contains:" << endl; 20 for (int i = 0; i < crewSize; i++) { 21 cout << *strawHatCrew[i] << endl; 22 } 23 24 return 0; 25 }</pre>
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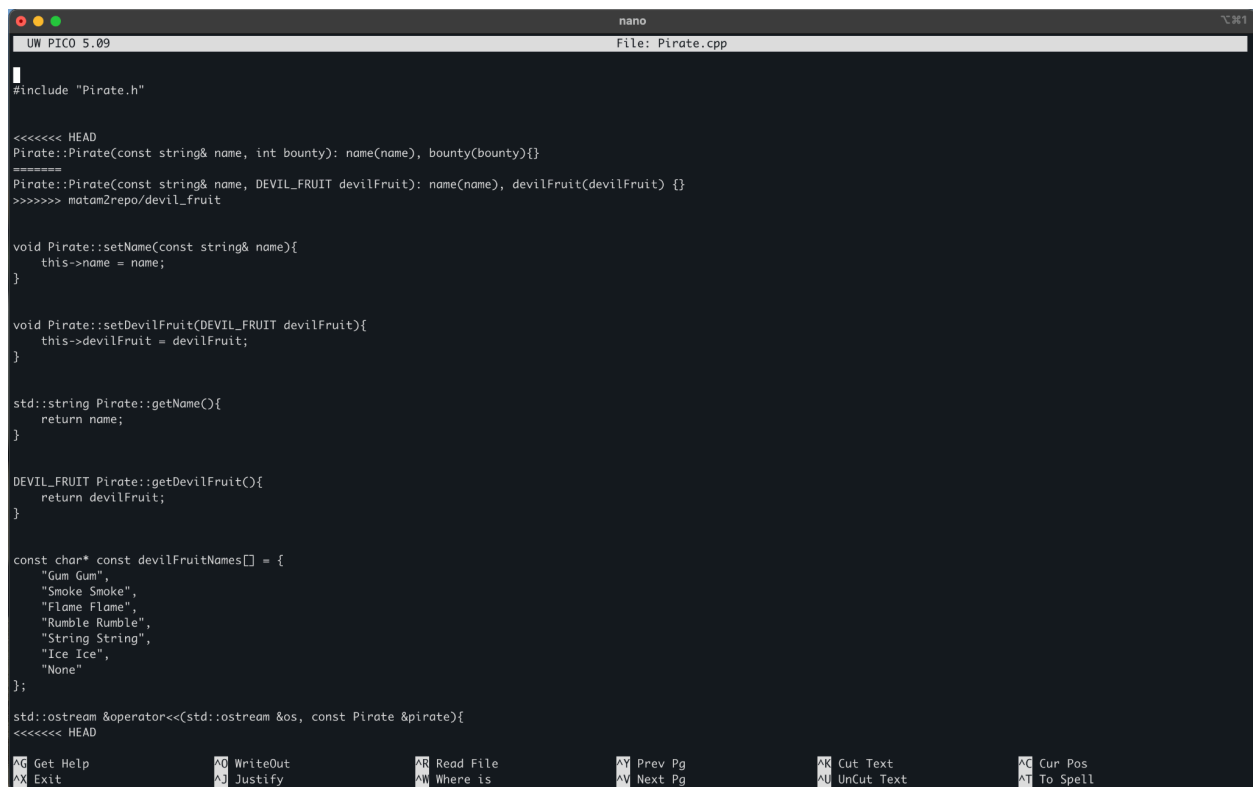
The code

```
guyfriedman@Guys-Laptop dry % g++ -std=c++17 -Wall -pedantic-errors -Werror -DDEBUG Pirate.cpp main.cpp -o Birates
guyfriedman@Guys-Laptop dry % cd
guyfriedman@Guys-Laptop ~ % cd /Users/guyfriedman/Documents/Technion/Semester_C_11.2024-02.2025/234124/HW2/MATAMHW2
guyfriedman@Guys-Laptop MATAMHW2 % ls
README.md      dry          wet
guyfriedman@Guys-Laptop MATAMHW2 % cd dry
guyfriedman@Guys-Laptop dry % ls
Birates        Pirate.cpp    Pirate.h      Pirate.o      compilecommand  main.cpp      main.o
guyfriedman@Guys-Laptop dry % ./Birates
Straw Hat crew contains:
Luffy
Zoro
guyfriedman@Guys-Laptop dry %
```

Branches conflict:

```
guyfriedman@Guys-Laptop dry % git merge matam2repo/devil_fruit
Auto-merging dry/Pirate.cpp
CONFLICT (content): Merge conflict in dry/Pirate.cpp
Auto-merging dry/Pirate.h
CONFLICT (content): Merge conflict in dry/Pirate.h
Auto-merging dry/main.cpp
Automatic merge failed; fix conflicts and then commit the result.
guyfriedman@Guys-Laptop dry %
```

The conflict that is responsible for the problem:



```
#include "Pirate.h"

<<<<<< HEAD
Pirate::Pirate(const string& name, int bounty): name(name), bounty(bounty){}
=====
Pirate::Pirate(const string& name, DEVIL_FRUIT devilFruit): name(name), devilFruit(devilFruit) {}
>>>>>> matam2repo/devil_fruit

void Pirate::setName(const string& name){
    this->name = name;
}

void Pirate::setDevilFruit(DEVIL_FRUIT devilFruit){
    this->devilFruit = devilFruit;
}

std::string Pirate::getName(){
    return name;
}

DEVIL_FRUIT Pirate::getDevilFruit(){
    return devilFruit;
}

const char* const devilFruitNames[] = {
    "Gum Gum",
    "Smoke Smoke",
    "Flame Flame",
    "Rumble Rumble",
    "String String",
    "Ice Ice",
    "None"
};

std::ostream &operator<<(std::ostream &os, const Pirate &pirate){
<<<<<< HEAD
```

Added a 3 argument compiler that would fit the code that Zoro wrote, and we didnt need to adjust the code that we wrote since we added to the 'main' a modification for our added feature, without changing the constructor.

Example of the output from the execution of our program:

```
guyfriedman@Guys-Laptop dry % nano Pirate.cpp
guyfriedman@Guys-Laptop dry % g++ -std=c++17 -Wall -pedantic-errors -Werror -DNDEBUG Pirate.cpp main.cpp -o Birates
guyfriedman@Guys-Laptop dry % ./Birates
Straw Hat crew contains:
Luffy Bounty: 1000000 (Devil Fruit: Gum Gum)
Zoro Bounty: 500000 (Devil Fruit: None)
guyfriedman@Guys-Laptop dry %
```