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Reflection Workshop 5 Part 2

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I have done all the coding by myself and only copied the code that

my professor provided to complete my workshops and assignments.

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This week’s workshop focused on overloading operators to make classes easier to use. The first part of the workshop was more intensive in terms of overloading member operators which included binary operators like +=, -+, <<, unary operators like postfix ++ and prefix ++ and -- along with several casting operators which allowed me to cast my class object to obtain various kinds of results. In addition to this, I learned the proper functionality of using ostream objects to create display functions that help me not only display but bring cascading effects to the objects. I learned how to properly create the operator prototypes, where to return references, where the function needs to be const and more. In the second part of the workshop, I learned how to define and create helper operators. The trickiest part in my opinion was handling the dynamic array of powers as I needed to come up with a way that extended this array every time, I wanted to add power to the Hero object. After spending some time thinking about a logic, I was able to come up with a way and I successfully completed the workshop with no memory leaks.