

C++

程式語言（二）

Introduction to Programming (II)

Operator Overloading

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Platform/IDE

- Dev-C++



<https://www.pngegg.com/en/search?q=Dev-C>

- Codeblocks



<https://icons8.com/icons/set/code-blocks>

- OnlineGDB (<https://www.onlinegdb.com/>)



- Real-Time Collaborative Online IDE (<https://ide.usaco.guide/>)



Textbooks (We focusing on C++11)

- *Learn C++ Programming by Refactoring* (由重構學習 C++ 程式設計). Pang-Feng Liu (劉邦鋒). NTU Press. 2023.
- *C++ Primer. 5th Edition.* Stanley B. Lippman, Josée Lajoie, Barbara E. Moo. 2019.
- *Effective C++.* Scott Meyers. O'Reilly. 2016.
- *Thinking in C++. Vol. 1: Introducing to Standard C++.* 2nd Edition. Bruce Eckel. Prentice Hall PTR. 2000.

Useful Resources

- Tutorialspoint
 - <https://www.tutorialspoint.com/cplusplus/index.htm>
 - Online C++ Compiler
- Programiz
 - <https://www.programiz.com/cpp-programming>
- LEARN C++
 - <https://www.learncpp.com/>
- MIT OpenCourseWare - Introduction to C++
 - <https://ocw.mit.edu/courses/6-096-introduction-to-c-january-iap-2011/pages/lecture-notes/>
- Learning C++ Programming
 - <https://www.programiz.com/cpp-programming>
- GeeksforGeeks
 - <https://www.geeksforgeeks.org/c-plus-plus/>



Operator Overloading

Operator Overloading

- Similar to function overloading.
- Give similar meaning to an existing operator.
 - Not all operators can be overloaded.
- Compile-time polymorphism.
- Operations for class objects.

Operators for built-in types

```
class Vect {  
    int n1, n2;  
public:  
    Vect(int a, int b):  
        n1(a), n2(b) {}  
    ~Vect() = default;  
};
```

```
int main() {  
    int x = 5, y = 3, z;  
    z = x + y ; // using = and +  
    int a[10], b[10], c[10];  
    c = a + b ; // is this valid?  
    Vect f1(3, 5), f2(2, 5), f3;  
    f3 = f1 + f2; // 3/5+2/5=1 is it valid?  
    return 0;  
}
```

Operators for built-in types

```
class vect {  
    int x, y;  
public:  
    Vect(int a, int b):  
        x(a), y(b) {}  
    ~Vect() = default;  
};
```

```
int main() {  
    int x = 5, y = 3, z;  
    z = x + y ; // using = and +  
    int a[10], b[10], c[10];  
    c = a + b ; // is this valid?  
    Vect f1(3, 5), f2(2, 5), f3;  
    f3 = f1 + f2; // 3/5+2/5=1 is it valid?  
    return 0;  
}
```

We need to design functions for such operations...

Example (Binary Operator)

```
class Vect {  
    int x, y;  
public:  
    Vect(int a, int b):  
        x(a), y(b) {}  
    ~Vect() = default;  
};
```

```
int main() {  
    Vect o1(1,2), o2(3,4), o3;  
    o3 = o1 + o2; // o3:(4,6)  
    o3.print() ;  
    //later, we will try: cout << o3 ;  
    return 0;  
}
```

Example (Binary Operator)

```
class Vect {  
    int x, y;  
public:  
    Vect(int a, int b):  
        x(a), y(b) {}  
    ~Vect() = default;  
    void set(Vect r);  
    Vect add(Vect r);  
};
```

```
int main() {  
    Vect o1(1,2), o2(3,4), o3;  
    o3.set(o1.add(o2)); // o3:(4,6)  
    o3.print() ;  
    //later, we will try: cout << o3;  
    return 0;  
}
```

Exercise

Example (Binary Operator)

```
class Vect {  
    int x, y;  
public:  
    Vect(int a, int b):  
        x(a), y(b) {}  
    ~Vect() = default;  
    void set(Vect r);  
    Vect add(Vect r);  
};
```

```
Vect Vect::add(Vect r) {  
    Vect temp;  
    temp.x = x + r.x;  
    temp.y = y + r.y;  
    return temp;  
}  
void Vect::set(Vect r) {  
    x = r.x;  
    y = r.y;  
}  
void Vect::print() {  
    cout << x << "/" << y << endl;  
}
```

Example (Binary Operator)

```
class Vect {  
    int x, y;  
public:  
    Vect(int a, int b):  
        x(a), y(b) {}  
    ~Vect() = default;  
    void operator=(Vect r);  
    Vect operator+(Vect r);  
};
```

```
int main() {  
    Vect o1(1,2), o2(3,4), o3;  
    o3 = o1 + o2; // o3:(4,6)  
    o3.print();  
    return 0;  
}
```

```
Vect Vect::operator+(Vect r) {  
    Vect temp;  
    temp.x = x + r.x;  
    temp.y = y + r.y;  
    return temp;  
}  
void Vect::operator=(Vect r) {  
    x = r.x;  
    y = r.y;  
}  
void Vect::print() {  
    cout << x << "/" << y << endl;  
}
```

Step-by-step

```
o3 = o1 + o2;
```



```
o3 = o1.operator+(o2);
```



```
o3.operator=(o1.operator+(o2));
```

Another safer way: Call by Reference

```
class Vect {  
    int x, y;  
public:  
    Vect(int a, int b):  
        x(a), y(b) {}  
    ~Vect() = default;  
    void operator=(const Vect& r);  
    Vect operator+(const Vect& r);  
};
```

```
Vect Vect::operator+(const Vect& r) {  
    Vect temp;  
    temp.x = x + r.x;  
    temp.y = y + r.y;  
    return temp;  
}  
void Vect::operator=(const Vect& r) {  
    x = r.x;  
    y = r.y;  
}  
void Vect::print() {  
    cout << x << "/" << y << endl;  
}
```

Consecutive Additions/Assignments

```
Vect Vect::operator+(const Vect& r) {  
    Vect temp;  
    temp.x = x + r.x;  
    temp.y = y + r.y;  
    return temp;  
}
```

```
o1 + o2 + o3;  
o1.operator+((o2.operator+(o3)));
```

Vect

```
void Vect::operator=(const Vect& r) {  
    x = r.x;  
    y = r.y;  
    return *this;  
}
```

```
o1 = o2 = o3;  
o1.operator=((o2.operator=(o3)));
```

Relational Operators

```
bool Vect::operator==(const Vect& r) {  
    return (this->x == r.x) && (this->y == r.y);  
}
```

Usage:

```
int main() {  
    Vect o1(1,2), o2(3,4);  
    if (o1==o2)  
        cout << "equal" << endl;  
    else  
        cout << "unequal: << endl;  
    return 0;  
}
```


Exercise

```
bool Vect::operator>(const Vect& r) {  
    /* complete the function body */  
}
```

Usage:

```
int main() {  
    Vect o1(1,2), o2(3,4);  
    if (o1 > o2)  
        cout << "larger" << endl;  
    else  
        cout << "not larger" << endl;  
    return 0;  
}
```

Exercise

```
bool Vect::operator>(const Vect& r) {  
    /* complete the function body */  
}
```

Usage:

```
int main() {  
    Vect o1(1,2), o2(3,4);  
    if (o1 > o2)  
        cout << "larger" << endl;  
    else  
        cout << "not larger" << endl;  
    return 0;  
}
```

Unary Operators

```
Vect Vect::operator++() {  
    x++; y++;  
    return *this;  
}
```

```
Vect Vect::operator++(int) {  
    Vect temp = *this;  
    x++;  
    y++;  
    return temp;  
}
```

no extra meaning;
only for distinguishing prefix and
postfix

$$(n, m) \Rightarrow (n + 1, m + 1)$$

```
// requirement  
int main() {  
    Vect o1(1,2), o2, o3;  
    o2 = ++o1; // prefix  
    o3 = o1++; // postfix  
    return 0;  
}
```

A scenario of using friend functions

```
int main() {  
    Vect o1(1,2), o2;  
    o2 = 7 + o1; // is it "7.operator+(o1)"??  
    return 0;  
}
```

Using friend functions

```
class Vect {
    int x, y;
public:
    ...
    Vect(int n) { x = a; y = a; }
    friend Vect operator+(Vect obj1, Vect obj2);
};

Vect operator+(Vect obj1, Vect obj2) {
    return Vect(obj1.x+obj2.x, obj1.y+obj2.y);
}
```

```
int main() { // Try it!
    Vect o1(1,2), o2;
    o2 = 7 + o1;
    return 0;
}
```

Try it by yourself!

Overloading >> and <<

<<

- Left operand must be type of `ostream` &
- For example,
`cout << obj1;`

>>

- Left operand must be type of `istream` &
- For example,
`cin >> obj1;`

Note:

We cannot overload them as a member function of a class.

- Use “friend”.

Overloading >> and <<

- Prototype (inside the class definition):

```
friend ostream& operator<<(ostream&, const someClass&);  
friend istream& operator>>(istream&, someClass&);
```

- Function definition (outside the class):

```
ostream& operator<<(ostream& output, const someClass& obj) {  
    output << "obj.data" << ...  
    return output;  
}
```

```
istream& operator>>(istream& input, someClass& obj) {  
    input >> obj.data >> ...  
    return input;  
}
```

Exercise

```
class Vect {  
    int x, y;  
public:  
    Vect() = default;  
    ~Vect() = default;  
    friend ostream& operator<<(ostream& os, const Vect& r);  
    friend istream& operator>>(istream& is, Vect& r);  
};
```

```
ostream& operator<<(ostream& os, const Vect& r) {  
    ... // complete it  
}  
  
istream& operator<<(istream& is, Vect& r) {  
    ... // complete it  
}
```

```
int main() { //sample main()  
    Vect obj;  
    cin >> obj;  
    cout << obj;  
    return 0;  
}
```




Appendix or Further Resources

Revisit `sales_item.h` in C++ Primer:

https://github.com/josephlovett/Cpp_programming/blob/main/Sales_item.h

Arithmetic operators (can be overloaded)

https://en.wikipedia.org/wiki/Operators_in_C_and_C%2B%2B

Operator name		Syntax	C++ prototype examples	
			As member of K	Outside class definitions
Addition		<code>a + b</code>	<code>R K::operator +(S b);</code>	<code>R operator +(K a, S b);</code>
Subtraction		<code>a - b</code>	<code>R K::operator -(S b);</code>	<code>R operator -(K a, S b);</code>
Unary plus (integer promotion)		<code>+a</code>	<code>R K::operator +();</code>	<code>R operator +(K a);</code>
Unary minus (additive inverse)		<code>-a</code>	<code>R K::operator -();</code>	<code>R operator -(K a);</code>
Multiplication		<code>a * b</code>	<code>R K::operator *(S b);</code>	<code>R operator *(K a, S b);</code>
Division		<code>a / b</code>	<code>R K::operator /(S b);</code>	<code>R operator /(K a, S b);</code>
Modulo (integer remainder) ^[a]		<code>a % b</code>	<code>R K::operator %(S b);</code>	<code>R operator %(K a, S b);</code>
Increment	Prefix	<code>++a</code>	<code>R& K::operator ++();</code>	<code>R& operator ++(K& a);</code>
	Postfix	<code>a++</code>	<code>R K::operator ++(int);</code> Note: C++ uses the unnamed dummy-parameter <code>int</code> to differentiate between prefix and postfix increment operators.	<code>R operator ++(K& a, int);</code>
Decrement	Prefix	<code>--a</code>	<code>R& K::operator --();</code>	<code>R& operator --(K& a);</code>
	Postfix	<code>a--</code>	<code>R K::operator --(int);</code> Note: C++ uses the unnamed dummy-parameter <code>int</code> to differentiate between prefix and postfix decrement operators.	<code>R operator --(K& a, int);</code>

Relational operators (can be overloaded)

https://en.wikipedia.org/wiki/Operators_in_C_and_C%2B%2B

Operator name	Syntax	Included in C	Prototype examples	
			As member of K	Outside class definitions
Equal to	<code>a == b</code>	Yes	<code>bool K::operator==(S const& b) const;</code>	<code>bool operator==(K const& a, S const& b);</code>
Not equal to	<code>a != b</code> <code>a not_eq b</code> ^[b]	Yes	<code>bool K::operator!=(S const& b) const;</code>	<code>bool operator!=(K const& a, S const& b);</code>
Greater than	<code>a > b</code>	Yes	<code>bool K::operator>(S const& b) const;</code>	<code>bool operator>(K const& a, S const& b);</code>
Less than	<code>a < b</code>	Yes	<code>bool K::operator<(S const& b) const;</code>	<code>bool operator<(K const& a, S const& b);</code>
Greater than or equal to	<code>a >= b</code>	Yes	<code>bool K::operator>=(S const& b) const;</code>	<code>bool operator>=(K const& a, S const& b);</code>
Less than or equal to	<code>a <= b</code>	Yes	<code>bool K::operator<=(S const& b) const;</code>	<code>bool operator<=(K const& a, S const& b);</code>
Three-way comparison ^[c]	<code>a <=> b</code>	No	<code>auto K::operator<=>(const S &b);</code>	<code>auto operator<=>(const K &a, const S &b);</code>
			The operator has a total of 3 possible return types: <code>std::weak_ordering</code> , <code>std::strong_ordering</code> and <code>std::partial_ordering</code> to which they all are convertible to.	

Logical operators (can be overloaded)

https://en.wikipedia.org/wiki/Operators_in_C_and_C%2B%2B

All logical operators exist in C and C++ and can be **overload**ed in C++, albeit the **overload**ing of the logical AND and logical OR is **discouraged**, because as **overload**ed operators they behave as ordinary function calls, which means that *both* of their operands are evaluated, so they lose their well-used and expected **short-circuit evaluation** property.^[2]

Operator name	Syntax	C++ prototype examples	
		As member of K	Outside class definitions
Logical negation (NOT)	<code>!a</code> <code>not a</code> ^[b]	<code>bool K::operator !();</code>	<code>bool operator !(K a);</code>
Logical AND	<code>a && b</code> <code>a and b</code> ^[b]	<code>bool K::operator &&(S b);</code>	<code>bool operator &&(K a, S b);</code>
Logical OR	<code>a b</code> <code>a ???!??!</code> <code>b</code> ^{[d][e]} <code>a or b</code> ^[b]	<code>bool K::operator (S b);</code>	<code>bool operator (K a, S b);</code>

Bitwise operators (can be overloaded)

https://en.wikipedia.org/wiki/Operators_in_C_and_C%2B%2B

Operator name	Syntax	Prototype examples	
		As member of K	Outside class definitions
Bitwise NOT	<code>~a</code> <code>??-a</code> ^[d] <code>compl a</code> ^[b]	<code>R K::operator ~();</code>	<code>R operator ~(K a);</code>
Bitwise AND	<code>a & b</code> <code>a bitand b</code> ^[b]	<code>R K::operator &(S b);</code>	<code>R operator &(K a, S b);</code>
Bitwise OR	<code>a b</code> <code>a ?? b</code> ^[d] <code>a bitor b</code> ^[b]	<code>R K::operator (S b);</code>	<code>R operator (K a, S b);</code>
Bitwise XOR	<code>a ^ b</code> <code>a ??^ b</code> ^[d] <code>a xor b</code> ^[b]	<code>R K::operator ^(S b);</code>	<code>R operator ^(K a, S b);</code>
Bitwise left shift ^[f]	<code>a << b</code>	<code>R K::operator <<(S b);</code>	<code>R operator <<(K a, S b);</code>
Bitwise right shift ^{[f][g]}	<code>a >> b</code>	<code>R K::operator >>(S b);</code>	<code>R operator >>(K a, S b);</code>

Assignment operators (can be overloaded)

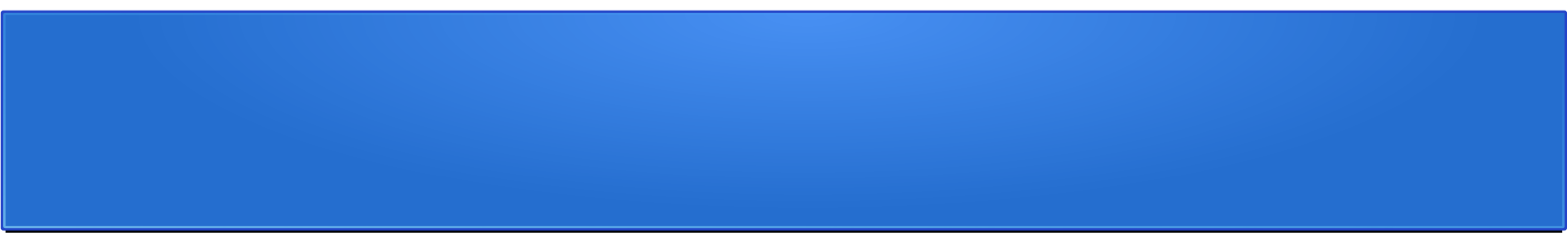
https://en.wikipedia.org/wiki/Operators_in_C_and_C%2B%2B

Operator name	Syntax	C++ prototype examples	
		As member of K	Outside class definitions
Direct assignment	<code>a = b</code>	<code>R& K::operator =(S b);</code>	—
Addition assignment	<code>a += b</code>	<code>R& K::operator +=(S b);</code>	<code>R& operator +=(K& a, S b);</code>
Subtraction assignment	<code>a -= b</code>	<code>R& K::operator -=(S b);</code>	<code>R& operator -=(K& a, S b);</code>
Multiplication assignment	<code>a *= b</code>	<code>R& K::operator *=(S b);</code>	<code>R& operator *=(K& a, S b);</code>
Division assignment	<code>a /= b</code>	<code>R& K::operator /=(S b);</code>	<code>R& operator /=(K& a, S b);</code>
Modulo assignment	<code>a %= b</code>	<code>R& K::operator %=(S b);</code>	<code>R& operator %=(K& a, S b);</code>
Bitwise AND assignment	<code>a &= b</code> <code>a and_eq b</code> ^[b]	<code>R& K::operator &=(S b);</code>	<code>R& operator &=(K& a, S b);</code>
Bitwise OR assignment	<code>a = b</code> <code>a ??!= b</code> ^[d] <code>a or_eq b</code> ^[b]	<code>R& K::operator =(S b);</code>	<code>R& operator =(K& a, S b);</code>
Bitwise XOR assignment	<code>a ^= b</code> <code>a ??' = b</code> ^[d] <code>a xor_eq b</code> ^[b]	<code>R& K::operator ^=(S b);</code>	<code>R& operator ^=(K& a, S b);</code>
Bitwise left shift assignment	<code>a <<= b</code>	<code>R& K::operator <<=(S b);</code>	<code>R& operator <<=(K& a, S b);</code>
Bitwise right shift assignment ^[g]	<code>a >>= b</code>	<code>R& K::operator >>=(S b);</code>	<code>R& operator >>=(K& a, S b);</code>

Member and pointer operators

https://en.wikipedia.org/wiki/Operators_in_C_and_C%2B%2B

Operator name	Syntax	Can overload in C++	Included in C	C++ prototype examples	
				As member of K	Outside class definitions
Subscript	<code>a[b]</code> <code>a<b:></code> <code>a??</code> <code>(b??)</code> ^{[d][h]}	Yes	Yes	<code>R& K::operator [] (S b);</code> <code>R& K::operator [] (S b,</code> <code>...); // since C++23</code>	—
Indirection ("object pointed to by a")	<code>*a</code>	Yes	Yes	<code>R& K::operator *();</code>	<code>R& operator *(K a);</code>
Address-of ("address of a")	<code>&a</code> <code>bitand</code> <code>a</code> ^{[b][i]}	Yes ^[i]	Yes	<code>R* K::operator &();</code>	<code>R* operator &(K a);</code>
Structure dereference ("member b of object pointed to by a")	<code>a->b</code>	Yes	Yes	<code>R* K::operator ->();</code> ^[k]	—
Structure reference ("member b of object a")	<code>a.b</code>	No	Yes	—	
Member selected by pointer-to-member b of object pointed to by a ^[i]	<code>a->*b</code>	Yes	No	<code>R& K::operator ->*(S b);</code>	<code>R& operator ->*(K a, S b);</code>
Member of object a selected by pointer-to-member b	<code>a.*b</code>	No	No	—	



Discussions & Questions