

C++

# 程式語言（二）

Introduction to Programming (II)

Operator Overloading

Joseph Chuang-Chieh Lin

Dept. CSE, NTOU

# 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)=(5,10) 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)=(5,10) 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;  
}
```

# 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;  
}
```

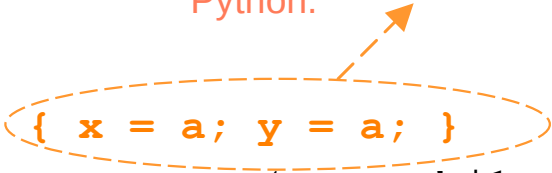
# Here's the catch

- For `o1 + 7`:
  - `o1` is a `Vect`, so its member `operator+(const Vect&)` is a candidate.
  - The literal `7` is implicitly converted to `Vect(7)`.
  - So it compiles and calls `o1.operator+(Vect(7))`.
- For `11 + o2`:
  - The left operand is an `int`, so the compiler does not look for `Vect::operator+`.
  - Member functions can only be called on objects of their own class (or derived).
  - No user-defined conversion is applied to turn the `int` into a `Vect` before selecting member operators.
  - The compiler falls back to searching for free (non-member) `operator+` functions in scope that can take `(int, Vect)` or, via conversions, `(Vect, Vect)`.
  - Without your friend overload, there is no such free function, so `7 + o2` is invalid.

# Using friend functions

```
class Vect {  
    int x, y;  
public:  
    ...  
    Vect(int a) { 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);  
}
```

It resembles the broadcasting in Python.



Try it by yourself!

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

# 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;  
}
```



# Overall Wrap-up

- <https://onlinegdb.com/g4l6Inzyh>



# Appendix or Further Resources

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

[https://github.com/amidvidy/learning/blob/master/cpp-primer/Sales\\_item.h](https://github.com/amidvidy/learning/blob/master/cpp-primer/Sales_item.h)

# Arithmetic operators (can be overloaded)

[https://en.wikipedia.org/wiki/Operators\\_in\\_C\\_and\\_C%2B%2B](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) <sup>[a]</sup>		<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&amp; K::operator ++();</code>	<code>R&amp; operator ++(K&amp; 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&amp; a, int);</code>
Decrement	Prefix	<code>--a</code>	<code>R&amp; K::operator --();</code>	<code>R&amp; operator --(K&amp; 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&amp; a, int);</code>

# Relational operators (can be overloaded)

[https://en.wikipedia.org/wiki/Operators\\_in\\_C\\_and\\_C%2B%2B](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&amp; b) const;</code>	<code>bool operator==(K const&amp; a, S const&amp; b);</code>
Not equal to	<code>a != b</code> <code>a not_eq b</code> <sup>[b]</sup>	Yes	<code>bool K::operator!=(S const&amp; b) const;</code>	<code>bool operator!=(K const&amp; a, S const&amp; b);</code>
Greater than	<code>a &gt; b</code>	Yes	<code>bool K::operator&gt;(S const&amp; b) const;</code>	<code>bool operator&gt;(K const&amp; a, S const&amp; b);</code>
Less than	<code>a &lt; b</code>	Yes	<code>bool K::operator&lt;(S const&amp; b) const;</code>	<code>bool operator&lt;(K const&amp; a, S const&amp; b);</code>
Greater than or equal to	<code>a &gt;= b</code>	Yes	<code>bool K::operator&gt;=(S const&amp; b) const;</code>	<code>bool operator&gt;=(K const&amp; a, S const&amp; b);</code>
Less than or equal to	<code>a &lt;= b</code>	Yes	<code>bool K::operator&lt;=(S const&amp; b) const;</code>	<code>bool operator&lt;=(K const&amp; a, S const&amp; b);</code>
Three-way comparison <sup>[c]</sup>	<code>a &lt;=&gt; b</code>	No	<code>auto K::operator&lt;=&gt;(const S &amp;b);</code>	<code>auto operator&lt;=&gt;(const K &amp;a, const S &amp;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](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.<sup>[2]</sup>

Operator name	Syntax	C++ prototype examples	
		As member of K	Outside class definitions
Logical negation (NOT)	<code>!a</code> <code>not a</code> <sup>[b]</sup>	<code>bool K::operator !();</code>	<code>bool operator !(K a);</code>
Logical AND	<code>a &amp;&amp; b</code> <code>a and b</code> <sup>[b]</sup>	<code>bool K::operator &amp;&amp;(S b);</code>	<code>bool operator &amp;&amp;(K a, S b);</code>
Logical OR	<code>a    b</code> <code>a ???!??!</code> <code>b</code> <sup>[d][e]</sup> <code>a or b</code> <sup>[b]</sup>	<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](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> <sup>[d]</sup> <code>compl a</code> <sup>[b]</sup>	<code>R K::operator ~( );</code>	<code>R operator ~(K a);</code>
Bitwise AND	<code>a &amp; b</code> <code>a bitand b</code> <sup>[b]</sup>	<code>R K::operator &amp;(S b);</code>	<code>R operator &amp;(K a, S b);</code>
Bitwise OR	<code>a   b</code> <code>a ??  b</code> <sup>[d]</sup> <code>a bitor b</code> <sup>[b]</sup>	<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> <sup>[d]</sup> <code>a xor b</code> <sup>[b]</sup>	<code>R K::operator ^(S b);</code>	<code>R operator ^(K a, S b);</code>
Bitwise left shift <sup>[f]</sup>	<code>a &lt;&lt; b</code>	<code>R K::operator &lt;&lt;(S b);</code>	<code>R operator &lt;&lt;(K a, S b);</code>
Bitwise right shift <sup>[f][g]</sup>	<code>a &gt;&gt; b</code>	<code>R K::operator &gt;&gt;(S b);</code>	<code>R operator &gt;&gt;(K a, S b);</code>

# Assignment operators (can be overloaded)

[https://en.wikipedia.org/wiki/Operators\\_in\\_C\\_and\\_C%2B%2B](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&amp; K::operator =(S b);</code>	—
Addition assignment	<code>a += b</code>	<code>R&amp; K::operator +=(S b);</code>	<code>R&amp; operator +=(K&amp; a, S b);</code>
Subtraction assignment	<code>a -= b</code>	<code>R&amp; K::operator -=(S b);</code>	<code>R&amp; operator -=(K&amp; a, S b);</code>
Multiplication assignment	<code>a *= b</code>	<code>R&amp; K::operator *=(S b);</code>	<code>R&amp; operator *=(K&amp; a, S b);</code>
Division assignment	<code>a /= b</code>	<code>R&amp; K::operator /=(S b);</code>	<code>R&amp; operator /=(K&amp; a, S b);</code>
Modulo assignment	<code>a %= b</code>	<code>R&amp; K::operator %=(S b);</code>	<code>R&amp; operator %=(K&amp; a, S b);</code>
Bitwise AND assignment	<code>a &amp;= b</code> <code>a and_eq b</code> <sup>[b]</sup>	<code>R&amp; K::operator &amp;=(S b);</code>	<code>R&amp; operator &amp;=(K&amp; a, S b);</code>
Bitwise OR assignment	<code>a  = b</code> <code>a ?? = b</code> <sup>[d]</sup> <code>a or_eq b</code> <sup>[b]</sup>	<code>R&amp; K::operator  =(S b);</code>	<code>R&amp; operator  =(K&amp; a, S b);</code>
Bitwise XOR assignment	<code>a ^= b</code> <code>a ??^= b</code> <sup>[d]</sup> <code>a xor_eq b</code> <sup>[b]</sup>	<code>R&amp; K::operator ^=(S b);</code>	<code>R&amp; operator ^=(K&amp; a, S b);</code>
Bitwise left shift assignment	<code>a &lt;&lt;= b</code>	<code>R&amp; K::operator &lt;&lt;=(S b);</code>	<code>R&amp; operator &lt;&lt;=(K&amp; a, S b);</code>
Bitwise right shift assignment <sup>[g]</sup>	<code>a &gt;&gt;= b</code>	<code>R&amp; K::operator &gt;&gt;=(S b);</code>	<code>R&amp; operator &gt;&gt;=(K&amp; a, S b);</code>

# Member and pointer operators

[https://en.wikipedia.org/wiki/Operators\\_in\\_C\\_and\\_C%2B%2B](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&lt;b:&gt;</code> <code>a??</code> <code>(b??)</code> <sup>[d][h]</sup>	Yes	Yes	<code>R&amp; K::operator [] (S b);</code> <code>R&amp; K::operator [] (S b,</code> <code>...); // since C++23</code>	—
Indirection ("object pointed to by a")	<code>*a</code>	Yes	Yes	<code>R&amp; K::operator *();</code>	<code>R&amp; operator *(K a);</code>
Address-of ("address of a")	<code>&amp;a</code> <code>bitand</code> <code>a</code> <sup>[b][i]</sup>	Yes <sup>[i]</sup>	Yes	<code>R* K::operator &amp;();</code>	<code>R* operator &amp;(K a);</code>
Structure dereference ("member b of object pointed to by a")	<code>a-&gt;b</code>	Yes	Yes	<code>R* K::operator -&gt;();</code> <sup>[k]</sup>	—
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 <sup>[i]</sup>	<code>a-&gt;*b</code>	Yes	No	<code>R&amp; K::operator -&gt;*(S b);</code>	<code>R&amp; operator -&gt;*(K a, S b);</code>
Member of object a selected by pointer-to-member b	<code>a.*b</code>	No	No	—	



# Exercise: Fractional Arithmetic Operations

- Use friend functions to overload arithmetic operations of fractional numbers.
- Define a class `Fractional` with **private** members  
`int numerator, denominator;`
- Provide a constructor  
`Fractional(int r = 0, int i = 0).`
- Declare these friend functions inside `Fractional`:  

```
Fractional operator+(const Fractional&, const Fractional&);  
Fractional operator-(const Fractional&, const Fractional&);  
Fractional operator*(const Fractional&, const Fractional&);  
Fractional operator/(const Fractional&, const Fractional&);
```
- `void printFrac(const Fractional&);` // print out a fractional number

# Exercise: Fractional Arithmetic Operations

Sample input:

```
2 5 + 8 5
3 4 - 5 2
7 3 / 6 9
1 2 * 2 3
```

Sample output:

```
2
-7/4
7/2
1/3
```

Note: You MUST use the friend functions (i.e., the operator overloading) to implement the fractional number arithmetic operations.



# Discussions & Questions