DynaArray& operator=(const DynArray& arr)

{

  // test for self assignment  
   if (this == & arr)  
   return \*this;  
   
   // clean up array in left hand object (this)  
   delete [ ] this->arrayObject;  
   
   // create a new array big enough to hold right hand object's data  
   this.size = arr.size;  
   this-> arrayObject = new char[size];  
   
   // copy the data  
   for (int i = 0; i < size; i++)  
   {  
      this-> arrayObject [ i ] = arr. arrayObject [ i ];  
   }  
   
   // return this object  
   return \*this;  
}