Classes

```
        FloatArray        SortedArray
                                        FrontArray
                 Classes
                                        PositiveArray

              Negative Array
```

child

Float Array

- floats[]
- size

+ FloatArray (int)
+ add (Float)
+ << (ofstream)
+ >> (ifstream)
+ ~ Float Array

add
append
To end
of array

Sorted Array

—   inherited

+ SortedArray (int)
+ add (float)

add To right
Place,
(auto sorter

child

child

Front Array

—   inherited

+ Front Array (int)
+ add (float)

add To 1st
element

add +
Shifter() &
   fill inversely
   & handler
   repeat

PositiveArray

—   inherited

+ Positive Array (int)
+ add (flot)

Use
inherited
→ add
tve

-ve ↘
reject

child

Negative Array

—

+ Negative Array (int)
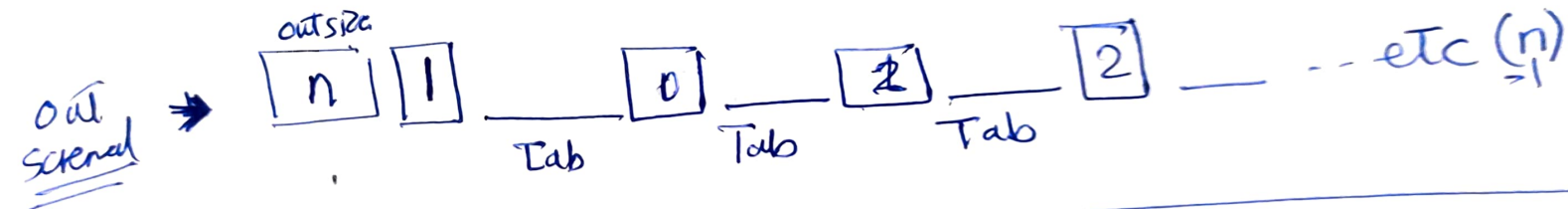+ add (float)

+ve → reject

-ve → Use
   inherited
   add

1) Poly morphism:

→ Creating Array FloatArray* in main

2) insertion : << : (out) Printing operator :

out size

Out Scenal → [n] [I] ____ [0] ____ [1] ____ [2] ____ .. etc (n)
                         Tab   Tab   Tab ≥ 1

3) extraction : >> : (in) o Pouter

inp. size

in Schema → | keyword | _ [n] . ____ [0] ____ [I] ____ __ etc.(n-1)
                     ↑   Tab   Tab

space