Object Class Documentation

Source File: Util.h
Namespace: ds
Class Header: `class Object`

Overview

The *Object* class is an interface class designed to serve as a base for objects with a string representation.

Member Functions

- `ToString() const`

  - **Purpose:** Pure virtual function to be implemented by derived classes.
  - **Return:** A string representation of the object.

Non-Member Functions

- `operator<<(ostream& out,const Object& obj)`

  - **Purpose:** Overloads the ostream (output stream) operator to allow easy printing of class objects.
  - **Parameters:**
    - *out*: Reference of an ostream object.
    - *obj*: Constant reference of an *Object* object.

Example:

```cpp
#include <iostream>
#include "Object.h"

class MyObject:  public ds::Object
{
  private:
  int value;

  public:
  MyObject() :  MyObject(0) {}

  MyObject(int val) :  value(val) {}

  std::string ToString() const override
  {
    return "MyObject:  " + std::to_string(value);
  }
};

int main()
{
  MyObject obj(50);

  //Uses the overloaded << operator to print the object
  std::cout << obj << "\n";
  return 0;
}
```