

# Object Class Documentation

Source File: 'Utils.h'  
Namespace: aa  
Class Header: class Object

## Overview

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

## Member Functions

- `ToString() const [private pure virtual]`
  - **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 objects to be displayed.
  - **Parameters:**
    - *out*: Reference of an ostream object.
    - *obj*: Constant reference of an *Object* object.
  - **Return:** *out*.