

Revisit the type *DynamicIntArray* and implement `operator[]` to mimic the behavior of an array exactly.

- a) You will have to provide two overloads of `operator[]`! – Why? – It is because you must provide an overload for `const` and non-`const` *DynamicIntArray*s and to obey `const`-correctness, i.e. one must return `int&`, the other `const int&` to avoid having `operator[]` on the lhs of a `const` *DynamicIntArray*, which breaks `const`-correctness.