```
// ------------------------------------drama.h--------------------------------
// Adam Ali CSS 343 A
// Created: 05/21/17
// Modified: 05/23/17
// ---------------------------------------------------------------------------
// Describes the ADT Drama such that a particular Drama genre can not only
// maintain a record of director, title and year (as all Movie genres do), but
// to also record any other details that may be included later (now, none).
// The const string is the main differentiator between the other derivatives
// of Movie.
// ---------------------------------------------------------------------------
// Functionality includes:
//              - create a Drama item
//      - copy an existing Drama item
//              - destruct a Drama item
//              - retrieve attributes
//              - display details
//              - comparison operators (==, <)

#pragma once

#include <string>
#include "movie.h"

class Drama : public Movie {
        public:
                // --------------------------------Drama------------------------------
                // Drama: creates a Drama item. no additional attribs.
                // preconditions: none.
                // postconditions: a Drama item is created.
                // -------------------------------------------------------------------
                Drama();


                // --------------------------------Drama------------------------------
                // Drama: creates a copy of the Drama.
                // preconditions: none.
                // postconditions: a copy of the Drama is created.
                // -------------------------------------------------------------------
                Drama(const Drama&);


                // -------------------------------~Drama------------------------------
                // Drama: frees all (static) alloc'd memory by engaging the right
                //                sequence of destructors -- from child to parent.
                // preconditions: none.
                // postconditions: all (static) memory de-alloc'd.
                // -------------------------------------------------------------------
                virtual ~Drama();


                // -------------------------------display-----------------------------
                // display: outputs Drama details to console.
                // preconditions: none.
                // postconditions: Drama details output to console.
                // -------------------------------------------------------------------
                virtual void display() const;


                // -----------------------------operator==----------------------------
                // operator==: determines if both items are identical, based on
                //                 attributes common to all Movie genres.
                // preconditions: none.
                // postconditions: true if identical, otherwise false.
                // -------------------------------------------------------------------
                virtual bool operator==(const Media&) const;


                // -----------------------------operator<----------------------------
                // operator<: compares this Comedy object to check if it precedes the
                //                        other.
                // preconditions: none.
                // postconditions: true if preceding, otherwise false.
                // -------------------------------------------------------------------
                virtual bool operator<(const Media&) const {
                        //if titles are equal then compare directors
                        //if directors are equal then check for year published
                        // if this.title < Media.title
                                // return true
                        // else if this.director < Media.director
                                // return true
                        // else if this.year < Media.year
                                // return true

                        // return false //None of the previous conditions were met
                }

        private:
                const string CATEGORY = "DRAMA";
};
```