



## Module 18

Partha Pratim  
Das

Objectives &  
Outline

Motivation

Operator  
Function

Using global  
function

public data  
members  
private data  
members

Using member  
function

operator+  
operator=  
Unary Operators

Summary

# Module 18: Programming C++

## Overloading Operator for User-Defined Types: Part 1

Partha Pratim Das

Department of Computer Science and Engineering  
Indian Institute of Technology, Kharagpur

*ppd@cse.iitkgp.ernet.in*

Tanwi Mallick  
Srijoni Majumdar  
Himadri B G S Bhuyan



# Module Objectives

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Summary

- Understand how to overload operators for a user-defined type (class)
- Understand the aspects of overloading by global function and member function



# Module Outline: Lecture-33

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Summary

- Motivation
- Operator Function
- Using Global function
  - public data members
  - private data members
- Using Member function
  - operator+
  - operator=
  - Unary operators



# Motivation

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Summary

- We have seen how **overloading operator+** a C-string wrapped in struct allows us a compact notation for concatenation of two strings (Module 09)
- We have see how **overloading operator=** can define the deep / shallow copy for a UDT and / or help with user-defined copy semantics (Module 14)
- In general, operator overloading helps us **build complete algebra** for UDT's much in the same line as is available for built-in types:
  - **Complex type**: Add (+), Subtract (-), Multiply (\*), Divide (/), Conjugate (!), Compare (==, !=, ...), etc.
  - **Fraction type**: Add (+), Subtract (-), Multiply (\*), Divide (/), Normalize (unary \*), Compare (==, !=, ...), etc.
  - **Matrix type**: Add (+), Subtract (-), Multiply (\*), Divide (/), Invert (!), Compare (==), etc.
  - **Set type**: Union (+), Difference (-), Intersection (\*), Subset (<, <=), Superset (>, >=), Compare (==, !=), etc.
  - **Direct IO**: read (<<) and write (>>) for all types
- Advanced examples include:
  - **Smart Pointers**: De-reference (unary \*), Indirection (->), Copy (=), Compare (==, !=), etc.
  - **Function Objects or Functors**: Invocation ( )



# Operator Functions in C++: RECAP (Module 9)

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Summary

- Introduces a new keyword: `operator`
- Every operator is associated with an operator function that defines its behavior

Operator Expression	Operator Function
<code>a + b</code>	<code>operator+(a, b)</code>
<code>a = b</code>	<code>operator=(a, b)</code>
<code>c = a + b</code>	<code>operator=(c, operator+(a, b))</code>

- Operator functions are implicit for predefined operators of built-in types and cannot be redefined
- An operator function may have a signature as:

```
MyType a, b; // An enum or struct
```

```
// Operator function
```

```
MyType operator+(const MyType&, const MyType&);
```

```
a + b // Calls operator+(a, b)
```

- C++ allows users to define an operator function and overload it



# Non-Member Operator Function

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Summary

- A non-member operator function may be a
  - Global Function
  - friend Function

- **Binary Operator:**

```
MyType a, b; // An enum, struct or class
```

```
MyType operator+(const MyType&, const MyType&); // Global
```

```
friend MyType operator+(const MyType&, const MyType&); // Friend
```

- **Unary Operator:**

```
MyType operator++(const MyType&); // Global
```

```
friend MyType operator++(const MyType&); // Friend
```

- **Note:** The parameters may not be constant and may be passed by value. The return may also be by reference and may be constant

- **Examples:**

Operator Expression	Operator Function
a + b	operator+(a, b)
a = b	operator=(a, b)
++a	operator++(a)
a++	operator++(a, int) Special Case
c = a + b	operator=(c, operator+(a, b))



# Member Operator Function

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Summary

- **Binary Operator:**

```
MyType a, b; // MYType is a Class
MyType operator+(const MyType&); // Operator function
```

- The left operand is the invoking object – right is taken as a parameter

- **Unary Operator:**

```
MyType operator-(); // Operator function for Unary minus
MyType operator++(); // For Pre-Incrementer
MyType operator++(int); // For post-Incrementer
```

- The only operand is the invoking object
- **Note:** The parameters may not be constant and may be passed by value. The return may also be by reference and may be constant

- **Examples:**

Operator Expression	Operator Function
a + b	a.operator+(b)
a = b	a.operator=(b)
++a	a.operator++()
a++	a.operator++(int) // Special Case
c = a + b	c.operator =(a.operator+(b))



# Operator Overloading – Summary of Rules: RECAP (Module 9)

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Summary

- No new operator such as `**`, `<>`, or `&|` can be defined for overloading
- Intrinsic properties of the overloaded operator cannot be change
  - Preserves arity
  - Preserves precedence
  - Preserves associativity
- These operators can be overloaded:  
`[] + - * / % & | ~ ! = += -= *= /= %= = &= |=`  
`<< >> >>= <<= == != < > <= >= && || ++ -- , ->* -> ( ) [ ]`
- The operators `::` (scope resolution), `.` (member access), `.*` (member access through pointer to member), `sizeof`, and `?:` (ternary conditional) cannot be overloaded
- The overloads of operators `&&`, `||`, and `,` (comma) lose their special properties: short-circuit evaluation and sequencing
- The overload of operator `>` must either return a raw pointer or return an object (by reference or by value), for which operator `>` is in turn overloaded
- For a member operator function, invoking object is passed implicitly as the left operand but the right operand is passed explicitly
- For a non-member operator function (Global/friend) operands are always passed explicitly





# Program 18.01: Using Global Function – Unsafe (public Data members)

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Summary

### Overloading + for complex addition

```
#include <iostream>
using namespace std;
struct complx { // public data member
    double re;
    double im;
};
complx operator+ (complx &a, complx &b) {
    complx r;
    r.re = a.re + b.re;
    r.im = a.im + b.im;
    return r;
}
int main(){
    complx d1 , d2 , d;
    d1.re = 10.5; d1.im = 12.25;
    d2.re = 20.5; d2.im = 30.25;
    d = d1 + d2;
    cout << "Real:" << d.re;
    cout << "Imaginary:" << d.im;
    return 0;
}
```

● **Output:** Real: 31, Imaginary: 42.5

● **operator+** is overloaded to perform addition of two complex numbers which are of **struct complx** type

### Overloading + for string cat

```
#include <iostream>
#include <cstring>
using namespace std;
typedef struct _String { char *str; } String;
String operator+(const String& s1,
                 const String& s2) {
    String s;
    s.str = (char *) malloc(strlen(s1.str) +
                             strlen(s2.str) + 1);
    strcpy(s.str, s1.str);
    strcat(s.str, s2.str);
    return s;
}
int main() {
    String fName, lName, name;
    fName.str = strdup("Partha ");
    lName.str = strdup("Das");
    name = fName + lName; // Overload operator +
    cout << "First Name: " << fName.str << endl;
    cout << "Last Name: " << lName.str << endl;
    cout << "Full Name: " << name.str << endl;
    return 0;
}
```

● **Output:** First Name: Partha, Last Name: Das, Full name: Partha Das

● **operator+** is overloaded to perform concat of first name and last to form full name. The data type is **struct String**



# Program 18.02: Using Global Function – Safe (private Data members)

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Summary

```
#include <iostream>
using namespace std;
class Complex { // Private data members
    double re, im;
public:
    Complex(double a=0.0, double b=0.0):
        re(a), im(b) {}
    ~Complex() {}
    void display();
    double real() { return re;}
    double img() { return im;}
    double set_real(double r) { re = r; }
    double set_img(double i) { im = i; }
};
void Complex::display() {
    cout << re;
    cout << " + j " << im << endl;
}
```

```
Complex operator+(Complex &t1, Complex &t2) {
    Complex sum;
    sum.set_real(t1.real() + t2.real());
    sum.set_img(t1.img() + t2.img());
    return sum;
}

int main() {
    Complex c1(4.5, 25.25), c2(8.3, 10.25), c3;
    cout << "1st complex No:";
    c1.display();
    cout << "2nd complex No:";
    c2.display();
    c3 = c1 + c2;
    cout << "Sum = ";
    c3.display();
    return 0;
}
```

### Output:

```
1st complex No: 4.5 +j 25.25
2nd complex No: 8.3 +j 10.25
Sum = 12.8 +j 35.5
```

- Accessing private data members inside operator functions is clumsy
- Critical data members need to be exposed (get/set) violating encapsulation
- **Solution:** Member operator function or friend operator function



# Program 18.03: Using Member Function

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Summary

```
#include <iostream>
using namespace std;
class Complex { // Private data members
    double re, im;
public:
    Complex(double a=0.0, double b=0.0):
        re(a), im(b) {}
    ~Complex() {}
    void display();
    Complex operator+(const Complex &c) {
        Complex r;
        r.re = re + c.re;
        r.im = im + c.im;
        return r;
    }
};
```

```
void Complex::display(){
    cout << re;
    cout << " +j " << im << endl;
}
int main() {
    Complex c1(4.5, 25.25), c2(8.3, 10.25), c3;
    cout << "1st complex No:";
    c1.display();
    cout << "2nd complex No:";
    c2.display();
    c3 = c1 + c2;
    cout << "Sum = ";
    c3.display();
    return 0;
}
```

### Output:

```
1st complex No: 4.5 +j 25.25
2nd complex No: 8.3 +j 10.25
Sum = 12.8 +j 35.5
```

- Performing `c1 + c2` is equivalent to `c1.operator+(c2)`
- `c1` invokes the `operator+` function and `c2` is passed as an argument
- Similarly we can implement all binary operators (`%`, `-`, `*` etc..)
- **Note:** No need of two arguments in overloading



# Program 14.14: Overloading operator= RECAP (Module 14)

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Summary

```
#include <iostream>
#include <cstdlib>
#include <cstring>
using namespace std;

class String { public: char *str_; size_t len_;
    String(char *s) : str_(strdup(s)), len_(strlen(str_)) { } // ctor
    String(const String& s) : str_(strdup(s.str_)), len_(s.len_) { } // cctor
    ~String() { free(str_); } // dtor
    String& operator=(const String& s) {
        if (this != &s) {
            free(str_);
            str_ = strdup(s.str_);
            len_ = s.len_;
        }
        return *this;
    }
    void print() { cout << "(" << str_ << ": " << len_ << ")" << endl; }
};

int main() { String s1 = "Football", s2 = "Cricket";
    s1.print(); s2.print();
    s1 = s2; s1.print();
    return 0;
}

---
(Football: 8)
(Cricket: 7)
(Football: 8)
```

- Check for self-copy (this != &s)
- In case of self-copy, do nothing



# Notes on Overloading operator= RECAP (Module 14)

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Summary

- Overloaded operator= may choose between Deep and Shallow Copy for Pointer Members
  - Deep copy allocates new space for the contents and copies the pointed data
  - Shallow copy merely copies the pointer value – hence, the new copy and the original pointer continue to point to the same data
- If operator= is not overloaded by the user, compiler provides a free one.
- Free operator= can make only a shallow copy
- If the constructor uses operator new, operator= should be overloaded
- If there is a need to define a copy constructor then operator= must be overloaded and vice-versa



# Program 18.04: Overloading Unary Operators

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private data members

Using member function

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Summary

```
#include <iostream>
using namespace std;

class MyClass { int data;
public:
    MyClass(int d): data(d) { }

    MyClass& operator++() { // Pre-increment:
        ++data;           // Operate and return the operated object
        return *this;
    }

    MyClass operator++(int) { // Post-Increment:
        MyClass t(data);    // Return the (copy of) object; operate the object
        ++data;
        return t;
    }

    void disp() { cout << "Data = " << data << endl; }
};

int main() {
    MyClass obj1(8);
    obj1.disp();

    MyClass obj2 = obj1++;
    obj2.disp(); obj1.disp();

    obj2 = ++obj1;
    obj2.disp(); obj1.disp();

    return 0;
}
```

- **Output**

Data = 8  
Data = 8  
Data = 9  
Data = 10  
Data = 10

- The **pre-operator** should first perform the operation (increment / decrement / other) and then return the object. Hence its return type should be **MyClass&** and it should return **\*this**;

- The **post-operator** should perform the operation (increment / decrement / other) after it returns the original value. Hence it should copy the original object in a temporary **MyClass t**; and then **return t**. Its return type should be **MyClass**



# Program 18.05: Overloading Unary Operators: Pre-increment & Post Increment

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Summary

```
#include <iostream>
using namespace std;

class MyClass { int data;
public:
    MyClass(int d) : data(d) { }

    MyClass& operator++() { // Pre-Operator
        data *= 2;
        return *this;
    }

    MyClass operator++(int) { // Post-Operator
        MyClass t(data);
        data /= 3;
        return t;
    }

    void disp() { cout << "Data = " << data << endl; }
};

int main(){
    MyClass obj1(12);
    obj1.disp();

    MyClass obj2 = obj1++;
    obj2.disp(); obj1.disp();

    obj2 = ++obj1;
    obj2.disp(); obj1.disp();

    return 0;
}
```

### • Output

Data = 12  
Data = 12  
Data = 4  
Data = 8  
Data = 8

- The **pre-operator** and the **post-operator** need not merely increment / decrement
- They may be used for any other computation as this example shows
- However, it is a good design practice to keep close to the native semantics of the operator



# Module Summary

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Summary

- Introduced operator overloading for user-defined types
- Illustrated methods of overloading operators using global functions and member functions
- Outlined semantics for overloading binary and unary operators





# Instructor and TAs

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Name	Mail	Mobile
Partha Pratim Das, <i>Instructor</i>	ppd@cse.iitkgp.ernet.in	9830030880
Tanwi Mallick, <i>TA</i>	tanwimallick@gmail.com	9674277774
Srijoni Majumdar, <i>TA</i>	majumdarsrijoni@gmail.com	9674474267
Himadri B G S Bhuyan, <i>TA</i>	himadribhuyan@gmail.com	9438911655