

# **Operator overloading**

# Overloading

- Refers to multiple meanings of the same name or symbol
- For example: An overloaded function is a function with multiple definitions
- Operator overloading refers to multiple definitions of operators such as:  $+$ ,  $-$ ,  $*$ ,  $/$ ,  $++$ ,  $+=$ ,  $<<$ ,  $>>$ , and more.

# For Example

- The operators  $+$ ,  $-$ ,  $*$ , and  $/$ , as we have seen, are all already overloaded
  - Indeed,  $3/4 = 0$  is integer division
  - But,  $3.0/4.0 = 0.75$  for floating point division
- Subtle but true and we, the programmers, have to be very careful about this difference.

# Other Overloaded Operators

- `>>` is overloaded so that class object `cin` can be used to read data
- `<<` is also overloaded so that the class object `cout` can be used to write data
  - Note that these operators were originally defined as bitwise shift operators
  - Now that they are overloaded, the same symbols can be used for output of many different types of output: screen, file, and so on.

# The following operators can be overloaded

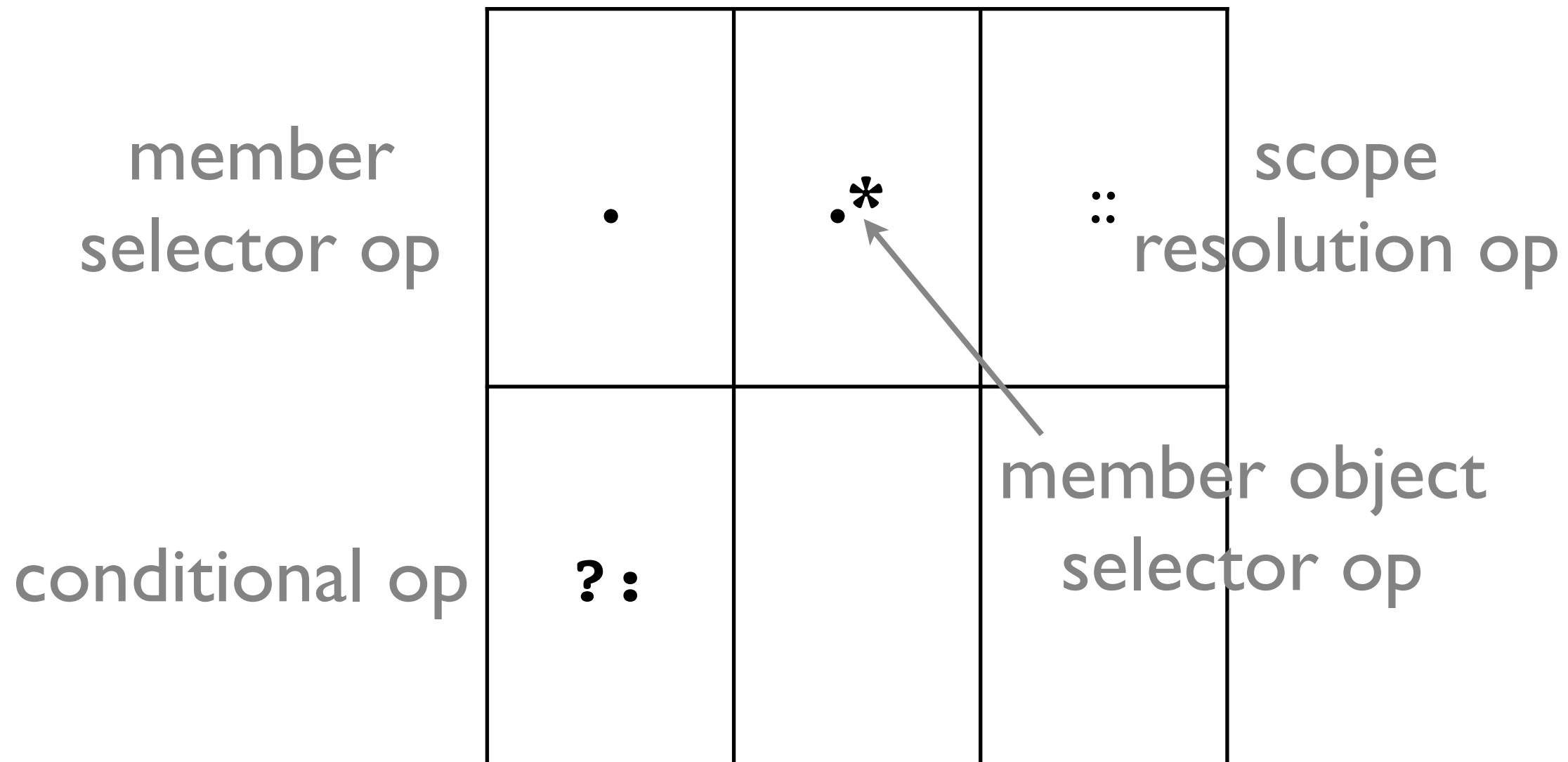
+	-	*	/	%	^	&
	~	!	=	<	>	+=
-=	*=	/=	%=	^=	&=	=
<<	>>	<<=	>>=	==	!=	<=
>=	&&		++	--	,	->*
->	()	[]	new	new[ ]	delete	delete[ ]

The function call  
op

The subscript op

# The following operators cannot be overloaded

member selector op	.	.*	:: scope resolution op
conditional op	? :		member object selector op



# An Example

```
class Over {  
public:  
    Over operator+ (Over &c2)  
    //.....  
};
```

following the usual syntax for invoking a method, *operator+* can be invoked as:

```
Over c2, c3, c4;  
c4 = c3.operator+(c2);
```

where *c2*, *c3*, *c4*  
are objects of  
the class *Over*

# An Example continued

*c4 = c3.operator+(c2); // can be invoked as c4 = c3 + c2;*

How about a one parameter (unary) operator example:

```
class Over{  
public:  
    Over& operator!( );  
    //....  
};
```

Notice that the unary operator `!` has no parameters, unlike the binary operator `+` which uses one parameter.



# How About Multiplication

```
class Over {  
public:  
    Over operator* (Over &c2)  
    //.....  
};
```

following the usual syntax for invoking a method, *operator\** can be invoked as:

```
Over c2, c3, c4;  
c4 = c3.operator*(c2);
```

Lets look at the program