Part C - Encapsulation   
  
**Member Operators / Helper Functions**  
  
Workshop 6 V1.2   
1.1(at\_home added)

1.2(Second operator overload is operator+= and NOT operator+)

In this workshop, you are to overload operators to work with a class called Account.

**Learning Outcomes**

Upon successful completion of this workshop, you will have demonstrated the abilities to

* overload operators as a member function
* overload an operator as a helper function
* overload an operator as a friend function
* Eliminate the need for a friend function by adding proper accessors to the class
* reflect on what you have learned in this workshop

**SUBMISSION POLICY**

The “in-lab” section is to be completed **during your assigned lab section**. It is to be completed and submitted by the end of the workshop. If you do not attend the workshop, you can submit the “in-lab” section along with your “at-home” section (a 20% late deduction will be assessed). The “at-home” portion of the lab is **due the day before your next scheduled workshop**

All your work (all the files you create or modify) must contain your name, Seneca email and student number.

You are responsible to regularly backup your work.

**Account Class**

Download or clone workshop 6 from <https://github.com/Seneca-244200/OOP-Workshop6>

Open Workshop6/in\_lab directory and view the code in **Account.h** and **Account.cpp.**

**Account** is designed and coded to hold and display information about an Account in a bank. These information are: name and balance.  
  
**Account** has three constructors and a display function:

The **default (no argument) constructor** sets the Account to a safe empty state.

The **one argument constructor** that sets the name to and empty string and balance to the incoming double value.

The **two argument constructor** set the name and balance to incoming values.

The **display** function, displays the contents of the Account and goes to newline if the “**gotoNewline**” argument is true;

Your task is to complete the code of the **Account** class or add helper functions to be able to work with following operators;  
 **“+”, “+=”, “=” and “<<”**

The overload of the above operators should make the following code possible:

**Member Operators:**

Overload the **operartor+=** so the following is possible:  
If A and B and C are Account objects:  
A = **B += C**: adds the balance of C to B and returns the reference of B, so A will be to B afterwards.

Overload the **operator=** so the following is possible:  
A = **B = "new name"**: Sets the name of B to “new name” and returns the reference of B.

**Helper Operator Overloads:**

A friend **operator+**:  
Overload **operator+** as a friend so the following is possible:  
A = B + C: this operator returns an account with an empty name and a balance of the sum of two balances of B and C.  
  
A helper **operator<<:**Overload **operator<<**  so the following is possible:

cout << A << endl;

operator<< should call the display member function of A (no newline printed) and return the reference of **ostream**.

// OOP244 Workshop 6: operators

// File: w6\_in\_lab.cpp

// Version: 1.0

// Date: 2016/02/22

// Author: Fardad Soleimanloo

// Description:

// This file tests in-lab section of your workshop

/////////////////////////////////////////////

#include <iostream>

#include "Account.h"

using namespace sict;

using namespace std;

void displayABC(const Account& A,

const Account& B,

const Account& C){

cout << "A: " << A << endl << "B: " << B << endl

<< "C: " << C << endl << "--------" << endl;

}

int main(){

Account A;

Account B("Saving", 10000.99);

Account C("Checking", 100.99);

displayABC(A, B, C);

A = B + C;

displayABC(A, B, C);

A = "Joint";

displayABC(A, B, C);

A = B += C;

displayABC(A, B, C);

A = B += C += 100.01;

displayABC(A, B, C);

return 0;  
}

Output Example:  
(Your output should exactly match the following)

A: No Name: $0.00  
B: Saving: $10000.99  
C: Checking: $100.99  
--------  
A: No Name: $10101.98  
B: Saving: $10000.99  
C: Checking: $100.99  
--------  
A: Joint: $10101.98  
B: Saving: $10000.99  
C: Checking: $100.99  
--------  
A: Saving: $10101.98  
B: Saving: $10101.98  
C: Checking: $100.99  
--------  
A: Saving: $10302.98  
B: Saving: $10302.98  
C: Checking: $201.00  
--------

**in-lab SUBMISSION (60%)**

To submit the in-lab section demonstrate execution of your program whit the exact output as example above.

If not on matrix already, upload **Account.h, Account.cpp** and **w6\_in\_lab.cpp** to your matrix account. Compile and run your code and make sure everything works properly.

Then run the following script from your account:

**Sections SAA and SBB:  
~edgardo.arvelaez/submit w5\_in\_lab <ENTER>   
Section SCC and SDD:  
~fardad.soleimanloo/submit w5\_in\_lab <ENTER>  
Section SEE and SFF:  
~eden.burton/submit w5\_in\_lab <ENTER>**

and follow the instructions.

**AT-HOME Section: removing friend using accessor methods and reflection (40%)**

Eliminate the need for the “friend” access-right in the class by adding a proper accessor method (query) to the class and modifying the operator+ to use the accessor instead of using the class attributes directly.

Overload **operator+=** ~~again~~ as a helper so the following is possible:  
If “d” and “e” are double variables and A is an Account object.   
d = **e += A**;  
The Balance or A should be added to the value of “e” and then the modified value returned

**CLIENT MODULE**

Here is a sample of implementation file for the **w6\_at\_home.cpp** main module that you should use to test your implementation:

// OOP244 Workshop 6: operators

// File: w6\_at\_home.cpp

// Version: 1.0

// Date: 2016/02/22

// Author: Fardad Soleimanloo

// Description:

// This file tests At-Home section of your workshop

/////////////////////////////////////////////

#include <iostream>

#include "Account.h"

using namespace sict;

using namespace std;

void displayABC(const Account& A,

const Account& B,

const Account& C){

cout << "A: " << A << endl << "B: " << B << endl

<< "C: " << C << endl << "--------" << endl;

}

int main(){

Account A;

Account B("Saving", 10000.99);

Account C("Checking", 100.99);

Account\* AC[3] = { &A, &B, &C };

double balance = 0;

displayABC(A, B, C);

A = B + C;

displayABC(A, B, C);

A = "Joint";

displayABC(A, B, C);

A = B += C;

displayABC(A, B, C);

A = B += C += 100.01;

displayABC(A, B, C);

for (int i = 0; i < 3; i++){

cout << i+1 << "- " << (balance += \*AC[i]) << endl;

}

cout << "Total Balance: " << balance << endl;

return 0;

}

Output Example:  
(Your output should exactly match the following)

A: No Name: $0.00

B: Saving: $10000.99

C: Checking: $100.99

--------

A: No Name: $10101.98

B: Saving: $10000.99

C: Checking: $100.99

--------

A: Joint: $10101.98

B: Saving: $10000.99

C: Checking: $100.99

--------

A: Saving: $10101.98

B: Saving: $10101.98

C: Checking: $100.99

--------

A: Saving: $10302.98

B: Saving: $10302.98

C: Checking: $201.00

--------

1- 10302.98

2- 20605.96

3- 20806.96

Total Balance: 20806.96

**AT-HOME SUBMISSION (30%) and REFLECTION (10%)**

Please provide brief answers to the following questions in a text file named **reflect.txt.**

1. Explain why if possible, we should avoid using friend helper functions.
2. Could the first helper operator+ (which accepts Accounts as left and right operands) implemented as a member operator? If yes, how?
3. In this line of your main function:  
    A = B += C += 100.01;  
   the under lined operator+= that accepts a double as right operand is never defined. Explain how is it, that the code compiles and runs correctly.

**SUBMISSION**

To test and demonstrate execution of your program use the same data as the sample output above.

If not on matrix already, upload **Account.h, Account.cpp** and **w6\_at\_home.cpp** to your matrix account. Compile and run your code and make sure everything works properly.

Then run the following script from your account:

**Sections SAA and SBB:  
~edgardo.arvelaez/submit w6\_at\_home <ENTER>   
Section SCC and SDD:  
~fardad.soleimanloo/submit w6\_at\_home <ENTER>  
Section SEE and SFF  
~eden.burton/submit w5\_a6\_home <ENTER>**

and follow the instructions.