```cpp
// GradeReporter.h: header file

#pragma once
class GradeReporter
{
private:
	int* arr_;
	int size_;
public:
	// constructor
	GradeReporter(int* arr, int size);
	// [] overload
	int operator[] (const int k) const;
};

// GradeReporter.cpp: class implementation file
#include "GradeReporter.h"

// constructor
GradeReporter::GradeReporter(int* arr, int size) {
	arr_ = arr;
	size_ = size;
}

// [] overload
int GradeReporter::operator[] (const int k) const {
	int res = 0;
	for (int i = 0; i < size_; i++) {
		if (arr_[i] >= 10 * k + 1 && arr_[i] <= 10 * k + 10) {
			res++;
		}
	}
	return res;
}

// main.cpp: main file, test class

#include "GradeReporter.h"
#include <iostream>

using namespace std;

int main() {
	// Initialize grades int array
	int arr[] = {55, 2, 2, 21, 4, 56, 23, 32, 12, 56, 76, 33, 44, 77, 88, 99,
100, 93, 71, 3};
	int size = sizeof(arr) / sizeof(arr[0]);

	// Test [] overload
	GradeReporter reporter = GradeReporter(arr, size);
	cout << "1-10: " << reporter[0] << endl;
	cout << "51-60: " << reporter[5] << endl;
	cout << "91-100: " << reporter[9] << endl;

	return 0;
}
```