Operator Overload
Ch 11.1
- operator overload

```cpp
Point Point::operator+(Point other)
{
    Point result;
    result.x = x + other.x;
    result.y = y + other.y;
    return result;
}
```
Basic point class

Suppose we wanted to make a simple class to represent an (x,y) coordinate point

```cpp
class Point{
    private:
        int x;
        int y;
    public:
        Point();
        Point(int startX, int startY);
        void showPoint();
};
```

(See: pointClass.cpp)
Basic point class

Now let's extend the class and make a function that can add two \((x,y)\) coordinates together (like vectors)

With two ints?

With another point?

(See: pointClassAdd.cpp)
We can overload the + operator to allow easy addition of points.

This is nothing more than a “fancy” function.

```cpp
Point Point::operator+(Point other) {
    Point result;
    result.x = x + other.x;
    result.y = y + other.y;
    return result;
}
```

(See: pointOverload.cpp)
Operator overloading

When overload operators in this fashion, the computer will convert a statement such as:

```
Point c = a+b;
```

... into ...

```
Point c = a.operator+(b);
```

... where the left side of the operator is the “calling” class and the right side is a argument function!
Operator overloading

You cannot change the number of parts to an operator ('+' only gets 2, '!' only gets 1)

Cannot create “new” operators (can only overload existing ones)

Cannot change order of precedence ('*' is always before '+')

Operator '==' is special... save for later
Terrible units

Let's make a class that stores people's heights using the terrible imperial units!

(see: heights.cpp)
Terrible units

Write the following operators to compare two different heights:

<
==
>

(see: heightsCompare.cpp)
Operator overloading

Long list of operators you can overload:

( )  // this is normal overloading
+ , - , * , / , %
!, <, >, ==, !=, <=, >=, ||, &&
// should be able to do anything above here
<<, >>, [ ]
= , +=, -=, *=, /=, %=, ++ (before/after), --(b/a)
^ , &, |, ~, (comma), ->*, ->
^= , &=, |=, <<=, >>=
Operator overloading

Functions define a general procedure (or code block) to run on some inputs.

Constructors are nothing but “special” functions that initialize class variables.

Operator overloading is a special function that is disguised as a symbol.