

Overloading operators/Friends/This

You can overload these operators in C++ :

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

You cannot overload these operators in C++ :

:: ?: . sizeof .*

These are the overloaded operators in this example.

>=	In this screen shot example, this comparison returns the houses which have least 3 bedrooms and 2 baths. The >= operator is comparing multiple fields.
<	In this example, this returns the houses which have a price which is less or equal than the price entered by the user. The screen shots use a value of 200,000.
==	In this screen shot example, this comparison returns the houses which are in the city of Washington and the state of MS.

This is an example of a friend function, which is allowed to access a private variable.

A practical example could be that a realtor is allowed to change the price if it needs to be lowered to sell.

The fields such as address, city, state, zip, bedrooms and baths would not be normally changed since they are fixed values.

```
1 using namespace std;
F:\houseclasses\overloading.cpp
3 #include <fstream>
4 #include <iostream>
5 #include <string>
6 #include <iomanip>
7 class houserecord
8 {
9     private :
10         double price;
11
12     public:
13         string address;
14         string city;
15         string state;
16         string zip;
17         double bathrooms;
18         int bedrooms;
19
20         void printhouse();
21         void addhouse();
22         void printform();
23         void setprice(double newprice)
24         { price=newprice;
25         }
26
27         bool operator>= (const houserecord &house) const;
28         bool operator< (const houserecord &house) const;
29         bool operator== (const houserecord &house) const;
30
31         friend void changeprice(houserecord & house);
32
33 };
34
```

```

35 bool houserecord::operator>= (const houserecord &house) const
36
37 {
38     if ((house.bedrooms >= this->bedrooms) &&
39         (house.bathrooms >= this->bathrooms)
40     )
41         return true;
42     else return false;
43 };
44
45 bool houserecord::operator< (const houserecord &house) const
46
47 { if (house.price <= this->price)
48     return true;
49     else return false;
50 };
51
52 bool houserecord::operator== (const houserecord &house) const
53
54 { if ((house.city == this->city) &&
55     (house.state == this->state))
56     return true;
57     else return false;
58 };
59
60 //-----
61
62 void printhead();
63 void changeprice(houserecord & house)
64 {
65     cout <<"Enter new price for house "<<house.address<<" ";
66     cin >>house.price;
67 };
68
69 void loadarray(houserecord house[], int size);
70

```

The **this** keyword is normally a hidden pointer and refers to the object which invoked the function.

You can explicitly make this reference and is sometimes return the pointer to the object.

These are the overloaded operators in this example.

>=	In this screen shot example, this comparison returns the houses which have least 3 bedrooms and 2 baths. The >= operator is comparing multiple fields.
<	In this example, this returns the houses which have a price which is less than or equal the price entered by the user. The screen shots use a value of 200,000. Notice that the operator of < is not the exact logic in the function. This type is permitted but is stupid to write code like this.
==	In this screen shot example, this comparison returns the houses which are in which are in the city of Washington and the state of MS.

This is an example of a friend function, which is allowed to access a private variable.

Notice that this function is not a member of the class **houserecord**.

The **this** keyword is normally a hidden pointer and refers to the object which invoked the function. It is sometimes needed to be explicitly referenced to avoid confusion as shown in this example.

```

void time::sethour (int hour)
{ if (hour>=0 && hour <24)
    this->hour=hour; //this is needed to avoid confusion between the variable hour in the object and the parameter hour
}

```

More overloading operators (input >> and output<<)

You can also use the input and output operators >> and << with an example as follows:

```
friend istream &operator>>(istream &input, houserecord &house);  
friend ostream &operator<<(ostream &output, const houserecord &house);
```

You generally will make the >> and << input/output operators a friend of the class.

When an input or an output file is passed as a parameter, it normally should have the & as a reference. This is because the file marker position is normally changed. Output files are normally changed as part of the process.

```
36  
37 ostream &operator<<(ostream &output, const houserecord &house)  
38 {  
39     output << "\n\n-----\n";  
40     output << "Address " << setw(23) << left << house.address  
41         << "\nCity " << setw(15) << left << house.city  
42         << "State " << setw(10) << left << house.state  
43         << "Zip " << setw(10) << left << house.zip  
44         << "\nPrice " << setw(8) << left << house.price  
45         << "\nBathrooms " << setw(6) << house.bathrooms  
46         << "Bedrooms " << setw(6) << house.bedrooms  
47         << endl;  
48     output << "\n\n-----\n";  
49     return output;  
50 };
```

```
217 //-----  
218  
219 void houserecord :: printform()  
220 {  
221     cout << "\n\n-----\n";  
222     cout << "Address " << setw(23) << left << address  
223         << "\nCity " << setw(15) << left << city  
224         << "State " << setw(10) << left << state  
225         << "Zip " << setw(10) << left << zip  
226         << "\nPrice " << setw(8) << left << price  
227         << "\nBathrooms " << setw(6) << bathrooms  
228         << "Bedrooms " << setw(6) << bedrooms  
229         << endl;  
230     cout << "\n\n-----\n";  
231 }  
232  
233
```

In this example, the function **printform()** has been modified to be an overloaded operator <<.

The advantage to this method is that the form can be printed to any output specified by the parameter output.

It could be to the

- Console
- Printer device
- Datafile
- A port connecting to the internet or any device.
- Other devices as specified.

When an input or and output file is passed as a parameter, it normally should have the & as a reference. This because the file marker position is normally changed. Even though an input file does not change since it was being read from, where the file position marker in the file does change as part of the process.

```
51
52 istream &operator>>(istream &input, houserecord &house)
53 {
54     cout << "In overloaded operator\nEnter Address ";
55     getline(input, house.address);
56     cout << "Enter city ";
57     getline(input, house.city);
58     cout << "Enter state ";
59     getline(input, house.state);
60     cout << "Enter zip ";
61     getline(input, house.zip);
62     cout << "Enter price ";
63     input >> house.price;
64     cout << "Enter bathrooms ";
65     input >> house.bathrooms;
66     cout << "Enter bedrooms ";
67     input >> house.bedrooms;
68     cout << "\n\n";
69
70 }
```

```
196 void houserecord :: addhouse()
197
198 { cout << "Enter Address ";
199   getline(cin, address);
200   cout << "Enter city ";
201   getline(cin, city);
202   cout << "Enter state ";
203   getline(cin, state);
204   cout << "Enter zip ";
205   getline(cin, zip);
206   cout << "Enter price ";
207   cin >> price;
208   cout << "Enter bathrooms ";
209   cin >> bathrooms;
210   cout << "Enter bedrooms ";
211   cin >> bedrooms;
212   cout << "\n\n";
213 }
```

In this example, the function **addhouse()** has been modified to be an overloaded operator >>.

The advantage to this method is that the information can be retrieved from any input specified by the parameter input.

It could be to the

- Console
- Datafile
- A port connecting to the internet or any device.
- Other sensors or devices as specified.

The user prompts which appear on the screen will look pretty stupid if the input is coming from anywhere than user input.

```

111 //-----
112 void houserecord::printhouse ()
113 {cout << setw(23) << left << address
114     << setw(15) << left << city
115     << setw(10) << left << state
116     << setw(10) << left << zip
117     << setw(8) << right << price
118     << setw(6) << right << bathrooms
119     << setw(6) << right << bedrooms << endl
120     << endl;
121     return;
122 }
123 //-----
124 void loadarray(houserecord house[], int size)
125 { ifstream fin;
126     int i; double price;
127     fin.open("house.txt");
128     for (i = 0; i < size; i++)
129     { getline(fin, house[i].address);
130         getline(fin, house[i].city);
131         getline(fin, house[i].state);
132         getline(fin, house[i].zip);
133         fin >> price;
134         house[i].setprice(price);
135         fin >> house[i].bathrooms;
136         fin >> house[i].bedrooms;
137         fin.ignore();
138     }
139 }
140 //-----
141 void houserecord :: addhouse()
142 { cout << "Enter Address ";
143     getline(cin, address);
144     cout << "Enter city ";
145     getline(cin, city);
146     cout << "Enter state ";
147     getline(cin, state);
148     cout << "Enter zip ";
149     getline(cin, zip);
150     cout << "Enter price ";
151     cin >> price;
152     cout << "Enter bathrooms ";
153     cin >> bathrooms;
154     cout << "Enter bedrooms ";
155     cin >> bedrooms;
156     cout << "\n\n";
157 }
158

```

```

164 //-----
165 void houserecord :: printform()
166
167 { cout << "\n\n-----\n";
168   cout << "Address " << setw(23) << left << address
169     << "\nCity " << setw(15) << left << city
170     << "State " << setw(10) << left << state
171     << "Zip " << setw(10) << left << zip
172     << "\nPrice " << setw(8) << left << price
173     << "\nBathrooms " << setw(6) << bathrooms
174     << "Bedrooms " << setw(6) << bedrooms
175     << endl;
176   cout << "\n\n-----\n";
177 }
178
179 //-----
180 void printhead()
181 { int i;
182   cout << "\n\n" << setw(23) << left << "Address"
183     << setw(15) << left << "City"
184     << setw(10) << left << "State"
185     << setw(10) << left << "Zip"
186     << setw(9) << right << "Price"
187     << setw(6) << right << "Baths"
188     << setw(6) << right << "Beds" << endl
189     << endl;
190   for (i = 0; i < 80; i++)
191     cout << "-";
192   cout << endl;
193 }

```

Enter Address 123 Main
 Enter city Washington
 Enter state MS
 Enter zip 22334
 Enter price 200000
 Enter bathrooms 2
 Enter bedrooms 3

Address	City	State	Zip	Price	Baths	Beds
341 BULLavard	Moo York	MY	223322	275000	3	5
4 Rube Bulls	Moose Cow	Kaos	66622	25000	1	4
123 Street King	Slap Out	Grace	77755	112000	2	3
123 A nat on Meigh	Bug Tussel	Mind	11223	55000	2	3
12 GullaBULL	Moo York	Grace	77992	315000	2	3
4 Red Nek Conma Mist	YouallCrane	Kaos	88899	175000	3	4
12 Moose Mile	Mostlee	Disturbed	55667	62000	1	5
2 Farm Out	No Hope	Mind	78912	200000	3	5
1 Frozen over	Sideberia	Chaos	99881	315000	3	5
123 Big Moose Take	Cirrus	Disturbed	77661	180000	2	2
1 George	Washington	MS	77661	18000	2	3
1 Martha	Washington	MD	77661	18000	2	3

Enter new price for house 123 Big Moose Take 160000

Printing all the houses; notice the price for one of the houses <10> has changed due to the friend function.

Address	City	State	Zip	Price	Baths	Beds
341 BULLavard	Moo York	MY	223322	275000	3	5
4 Rube Bulls	Moose Cow	Kaos	66622	25000	1	4
123 Street King	Slap Out	Grace	77755	112000	2	3
123 A nat on Meigh	Bug Tussel	Mind	11223	55000	2	3
12 GullaBULL	Moo York	Grace	77992	315000	2	3
4 Red Nek Conma Mist	YouallCrane	Kaos	88899	175000	3	4
12 Moose Mile	Mostlee	Disturbed	55667	62000	1	5
2 Farm Out	No Hope	Mind	78912	200000	3	5
1 Frozen over	Sideberia	Chaos	99881	315000	3	5
123 Big Moose Take	Cirrus	Disturbed	77661	160000	2	2
1 George	Washington	MS	77661	18000	2	3
1 Martha	Washington	MD	77661	18000	2	3

Notice that the last two cities in this screen shot are the city of Washington but they are in different states.

Notice that the friend function has changed the price of the house 123 Big Moose Take

Address	City	State	Zip	Price	Baths	Beds
Printing only the houses which match the city and state you entered.						
1 George	Washington	MS	77661	18000	2	3
Printing only the houses which have at least the number of bedrooms and baths you entered.						
Address	City	State	Zip	Price	Baths	Beds
341 BULLavard	Moo York	MY	223322	275000	3	5
123 Street King	Slap Out	Grace	77755	112000	2	3
123 A nat on Meigh	Bug Tussel	Mind	11223	55000	2	3
12 GullaBULL	Moo York	Grace	77992	315000	2	3
4 Red Nek Comma Mist	YouallCrane	Kaos	88899	175000	3	4
2 Farm Out	No Hope	Mind	78912	200000	3	5
1 Frozen over	Sideberia	Chaos	99881	315000	3	5
1 George	Washington	MS	77661	18000	2	3
1 Martha	Washington	MD	77661	18000	2	3
Printing only the houses which are priced less than the price you entered.						
Address	City	State	Zip	Price	Baths	Beds
4 Rube Bulls	Moose Cow	Kaos	66622	25000	1	4
123 Street King	Slap Out	Grace	77755	112000	2	3
123 A nat on Meigh	Bug Tussel	Mind	11223	55000	2	3
4 Red Nek Comma Mist	YouallCrane	Kaos	88899	175000	3	4
12 Moose Mile	Mostlee	Disturbed	55667	62000	1	5
2 Farm Out	No Hope	Mind	78912	200000	3	5
123 Big Moose Take	Cirrus	Disturbed	77661	160000	2	2
1 George	Washington	MS	77661	18000	2	3
1 Martha	Washington	MD	77661	18000	2	3

Notice that the report printed the house in Washington MS but not Washington MD due to the overloaded operator ==

Notice that the report printed the houses which have at least three bedrooms and two baths due to the overloaded operator >=

Notice that the report printed the houses which are less than or equal \$200,000 due to the overloaded operator <. Notice that the operator implies less than but actually is equivalent to <= due the actual definition in the function.

As discussed in class, you can define an operator in such a way that it can cause confusion.