

# CISC181 Introduction to Computer Science

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## 8.1 Introduction

- Use operators with objects (operator overloading)
  - Clearer than function calls for certain classes
  - Operator sensitive to context
- Examples
  - <<
    - Stream insertion, bitwise left-shift
  - +
    - Performs arithmetic on multiple types (integers, floats, etc.)
- Will discuss when to use operator overloading



## 8.2 Fundamentals of Operator Overloading

- Types
  - Built in (**int**, **char**) or user-defined
  - Can use existing operators with user-defined types
    - Cannot create new operators
- Overloading operators
  - Create a function for the class
  - Name function **operator** followed by symbol
    - **operator+** for the addition operator **+**

