This document contains information about labolatory exercises.

# Object programming - classes 4

Subjects - Namespace, operator overloading, type conversion.

## 1. Namespace

- 1. Download and open file wallet.cpp
  - a) Delete the line from a code

#### using namespace std;

and correct errors so program will compile and will work correctly.

- b) Put definition of class Wallet and its methods into namespace MySpace.
- c) Inside namespace MySpace add line

#### using namespace std;

Could you then delete prefix std:: inside namespace Myspace, method main()?

## 2. Type conversion

- 1. Define new constructor of class Wallet  $Wallet(const\ char*)$ . Invoke method walletState with parameter string (ex. "string"), what will happend? How to prevent such an effect?
- 2. Define conversion using operator (int) in such a way that it will return total amount of money in a wallet.

# 3. Operator overloading

- 1. Define in class Wallet assignment operator =.
- 2. Overload operators << i >> for int variables so that:
  - - operator << add money to Wallet;
  - - operator >> empty wallet from all money and save the amount in int variable.
- 3. Overload operator << for object std :: ostream& (ex. cout) so that it will write to standard output total amount of money and the name of currency

### ostream& operator<<(ostream& os,Porfel& portfel)

Check if it works when you type  $cout \ll portfel$ .

- 4. Add to class Wallet definition of comparing operators <,>, that will say in which wallet is more money.
- 5. Define array with 5 different Wallets. Using method *sort* from library < algorithm > (use google to find out how it works) sort Wallets in array. Write out sorted array.

## 4. Do it yourself tasks

- 1. Define operator+ for two objects of class Wallet in such a way that it will sum up the amount of money if the currency is the same.
- 2. Define in new namespace the same class Wallet. Overload *operator* < to compare two Wallet objects from different namespaces. Try to sort array with this two types of Wallets.