

Binary operations on classes

- Define operator== over a class AAA with member variables x, y, and z.
- It's defined as a member function. It only takes one parameter for the other class (call it "that").
- You must use x, y, and z in the function as the values for the object on the left hand side of the operator.

Binary operations on classes



Or:

bool operator==(AAA that) {
return (this->x == that.x &&
 this->y == that.y &&
 this->z == that.z);

Practice Problem #1

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• Write a small section of code that computes the maximum value in an integer array a[] of size N.

Practice Problems #2

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Write a function RemoveFirst() that removes the first occurrence of a given value x from an array a[] of size N. It is not known whether the value actually occurs in the array. For example, if a = { 2,4,5,6,4,7,2,3,4,2} then RemoveFirst(a , 4) produces a = { 2,5,6,4,7,2,3,4,2} The interface for the function is:

void RemoveFirst(int a[], int & N, int x)

//Removes first x from array a[], decrements
// N if x is removed

Practice Problems #3

 Write a function RemoveLast() that removes the last occurrence of a given value x from a singly linked list. It is not known if the the value is actually in the list. For example the RemoveLast (L, 5) applied to the list L: 3,5,4,2,5,7 modifies the list to be L: 3,5,4,2,7. Assume the declarations:

struct node {
 int data
 node *link;
};
void RemoveLast(node* &L, int x);
// Removes last occurrence of x from L

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