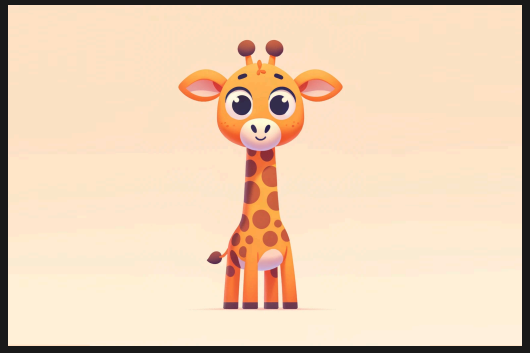
COMP6771

Operator Overloads

Lecture 4.1

Author(s): Hayden Smith



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In This Lecture

- **Why? 🤔**
  - When we define our own types, we want to be able to user-define common operators
- **What? 📰**
  - Types of operator overloads
  - Member overloads
  - Friend overloads

🤔 Start With An Example

Adding and printing two points

```cpp
#include <iostream>

class point {
public:
    point(int x, int y)
        : x_ { x }
        , y_ { y } {};
    [[nodiscard]] int x() const
    {
        return this->x_;
    }
    [[nodiscard]] int y() const
    {
        return this->y_;
    }
    static point add(point const& p1, point const& p2);

private:
    int x_;
    int y_;
};

void print(std::ostream& os, point const& p)
{
    os << "(" << p.x() << "," << p.y() << ")";
}

point point::add(point const& p1, point const& p2)
{
    return point { p1.x() + p2.x(), p1.y() + p2.y() };
}

auto main() -> int
{
    point p1 { 1, 2 };
    point p2 { 2, 3 };
    print(std::cout, point::add(p1, p2));
    std::cout << "\n";
}
```

point1.cpp

🤔 Start With An Example

This is our best attempt to add two points together

```
1 print(std::cout, point::add(p1, p2));
```

This is clumsy and ugly. We'd much prefer to have a semantic like this

```
1 std::cout << p1 + p2;
```

😀 So Instead: Overload!

```cpp
#include <iostream>

class point {
public:
    point(int x, int y)
        : x_ { x }
        , y_ { y } {};
    friend point operator+(point const& lhs,
        point const& rhs);
    friend std::ostream& operator<<(std::ostream& os,
        point const& p);

private:
    int x_;
    int y_;
};

point operator+(point const& lhs, point const& rhs)
{
    return point(lhs.x_ + rhs.x_, lhs.y_ + rhs.y_);
}

std::ostream& operator<<(std::ostream& os, point const& p)
{
    os << "(" << p.x_ << "," << p.y_ << ")";
    return os;
}

auto main() -> int
{
    point p1 { 1, 2 };
    point p2 { 2, 3 };
    std::cout << p1 + p2 << "\n";
}
```

point2.cpp

😀 So Instead: Overload!

Using operator overloading:

- Allows us to use currently understood semantics (all of the operators!)
- Gives us a common and simple interface to define class methods

😎 Operator Overloading

C++ supports a rich set of operator overloads

- All operator overloads must have at least one operand of its type
- Advantages:
  - Reuse existing code semantics
  - No verbosity required for simple operations
- Disadvantages:
  - Reduced context on operations
- Only create an overload if your type has a single, obvious meaning to an operator

Operator Overload Design

Type	Operator(s)	Member / Friends
I/O	`< >`	friend
Arithmetic	`+ - * /`	friend
Relational, Equality	`>, <, >=, <=, ==, !=`	friend
Assignment	`=`	member (non-const)
Compound assignment	`+=, -=, *=, /=`	member (non-const)
Subscript	`[ ]`	member (const and non-const)
Increment/Decrement	`++ --`	member (non-const)
Arrow, Deference	`-> *`	member (const and non-const)
Call	`( )`	member

- Use members when the operation is called in the context of a particular instance
- Use friends when the operation is called without any particular instance
  - Even if they don't require access to private details

🍌 Overload: I/O

```cpp
#include <iostream>
#include <istream>
#include <ostream>

class point {
public:
    point(int x, int y)
        : x_ { x }
        , y_ { y } {};
    friend std::ostream& operator<<(std::ostream& os, const point& type);
    friend std::istream& operator>>(std::istream& is, point& type);

private:
    int x_;
    int y_;
};

std::ostream& operator<<(std::ostream& os, point const& p)
{
    os << "(" << p.x_ << "," << p.y_ << ")";
    return os;
}

/*std::istream& operator>>(std::istream& is, point& p) {
        // To be done in tutorials
}*/

auto main() -> int
{
    point p(1, 2);
    std::cout << p << '\n';
}
```

overload-io.cpp

- Equivalent to .toString() method in Java
- Scope to overload for different types of output and input streams

Overload: Compound Assignment

```cpp
class point {
public:
    point(int x, int y)
        : x_ { x }
        , y_ { y } {};
    point& operator+=(point const& p);
    point& operator-=(point const& p);
    point& operator*=(point const& p);
    point& operator/=(point const& p);
    point& operator*=(int i);

private:
    int x_;
    int y_;
};

point& point::operator+=(point const& p)
{
    x_ += p.x_;
    y_ += p.y_;
    return *this;
}

point& operator+=(point const& p) { /* what do we put here? */ }
point& operator-=(point const& p) { /* what do we put here? */ }
point& operator*=(point const& p) { /* what do we put here? */ }
point& operator/=(point const& p) { /* what do we put here? */ }
point& operator*=(int i) { /* what do we put here? */ }
```

overload-compound-assign.cpp

- Sometimes particular methods might not have any real meaning, and they should be omitted (in this case, what does dividing two points together mean).
- Each class can have any number of `operator+=` operators, but there can only be one `operator+=(X)` where `X` is a type.
  - That's why in this case we have two multiplier compound assignment operators

🍎 Overload: Relational & Equality

```cpp
#include <iostream>

class point {
public:
    point(int x, int y)
        : x_ { x }
        , y_ { y }
    {
    }
    // hidden friend - preferred
    friend bool operator==(point const& p1, point const& p2)
    {
        return p1.x_ == p2.x_ and p1.y_ == p2.y_;
        // return std::tie(p1.x_, p1.y_) == std::tie(p2.x_, p2.y_);
    }
    friend bool operator!=(point const& p1, point const& p2)
    {
        return not(p1 == p2);
    }
    friend bool operator<(point const& p1, point const& p2)
    {
        return p1.x_ < p2.x_ and p1.y_ < p2.y_;
    }
    friend bool operator>(point const& p1, point const& p2)
    {
        return p2 < p1;
    }
    friend bool operator<=(point const& p1, point const& p2)
    {
        return not(p2 < p1);
    }
    friend bool operator>=(point const& p1, point const& p2)
    {
        return not(p1 < p2);
    }

private:
    int x_;
    int y_;
};

auto main() -> int
{
    auto const p2 = point { 1, 2 };
    auto const p1 = point { 1, 2 };
    std::cout << "p1 == p2 " << (p1 == p2) << '\n';
    std::cout << "p1 != p2 " << (p1 != p2) << '\n';
    std::cout << "p1 < p2 " << (p1 < p2) << '\n';
```

- Do we want all of these?
- We're able to "piggyback" off previous definitions

```
49      std::cout << "p1 > p2 " << (p1 > p2) << '\n';
50      std::cout << "p1 <= p2 " << (p1 <= p2) << '\n';
51      std::cout << "p1 >= p2 " << (p1 >= p2) << '\n';
```

overload-relational-equality.cpp

Overload: Assignment

```cpp
#include <istream>

class point {
public:
    point(int x, int y)
        : x_ { x }
        , y_ { y } {};
    point& operator=(point const& p);

private:
    int x_;
    int y_;
};

point& point::operator=(point const& p)
{
    x_ = p.x_;
    y_ = p.y_;
    return *this;
}
```

overload-assignment.cpp

- Similar to compound assignment

🍓 Overload: Sub-Script

```cpp
#include <cassert>

class point {
public:
    point(int x, int y)
        : x_ { x }
        , y_ { y } {};
    int& operator[](int i)
    {
        assert(i == 0 or i == 1);
        return i == 0 ? x_ : y_;
    }
    int operator[](int i) const
    {
        assert(i == 0 or i == 1);
        return i == 0 ? x_ : y_;
    }

private:
    int x_;
    int y_;
};
```

overload-subscript.cpp

- Usually only defined on indexable containers
- Different operator for get/set
- Asserts are the right approach here as preconditions:
  - In other containers (e.g. vector), invalid index access is undefined behaviour. Usually an explicit crash is better than undefined behaviour
  - Asserts are stripped out of optimised builds

🍋 Overload: Increment / Decrement

```cpp
// RoadPosition.h:
class RoadPosition {
public:
    RoadPosition(int km)
        : km_from_sydney_(km)
    {
    }
    RoadPosition& operator++(); // prefix
    // This is *always* an int, no
    // matter your type.
    RoadPosition operator++(int); // postfix
    void tick();
    int km() { return km_from_sydney_; }

private:
    void tick_();
    int km_from_sydney_;
};

// RoadPosition.cpp:
#include <iostream>
RoadPosition& RoadPosition::operator++()
{
    this->tick_();
    return *this;
}
RoadPosition RoadPosition::operator++(int)
{
    RoadPosition rp = *this;
    this->tick_();
    return rp;
}
void RoadPosition::tick_()
{
    ++(this->km_from_sydney_);
}

auto main() -> int
{
    auto rp = RoadPosition(5);
    std::cout << rp.km() << '\n';
    auto val1 = (rp++).km();
    auto val2 = (++rp).km();
    std::cout << val1 << '\n';
    std::cout << val2 << '\n';
}
```

overload-inc-dec.cpp

- prefix: ++x, --x, returns lvalue reference
  - Discussed more in week 5
- postfix: x++, x--, returns rvalue
  - Discussed more in week 5
- Performance: prefix > postfix
- Different operator for get/set
- Postfix operator takes in an int
  - This is not to be used
  - It is only for function matching
  - Don't name the variable

 Overload: Arrow & Dereferencing

```cpp
#include <iostream>
class stringptr {
public:
    explicit stringptr(std::string const& s)
        : ptr_ { new std::string(s) }
    {
    }
    ~stringptr()
    {
        delete ptr_;
    }
    std::string* operator->() const
    {
        return ptr_;
    }
    std::string& operator*() const
    {
        return *ptr_;
    }

private:
    std::string* ptr_;
};

auto main() -> int
{
    auto p = stringptr("smart pointer");
    std::cout << *p << '\n';
    std::cout << p->size() << '\n';
}
```

overload-arrow.cpp

- This content will feature heavily soon
- Classes exhibit pointer-like behaviour when -> is overloaded
- For -> to work it must return a pointer to a class type or an object of a class type that defines its own -> operator

🍉 Overload: Type Conversion

```cpp
#include <iostream>
#include <vector>

class point {
public:
    point(int x, int y)
        : x_(x)
        , y_(y)
    {
    }
    explicit operator std::vector<int>()
    {
        std::vector<int> vec;
        vec.push_back(x_);
        vec.push_back(y_);
        return vec;
    }

private:
    int x_;
    int y_;
};

int main()
{
    auto p = point(1, 2);
    auto vec = static_cast<std::vector<int>>(p);
    std::cout << vec[0] << '\n';
    std::cout << vec[1] << '\n';
}
```

overload-type.cpp

- Many other operator overloads
- Full list here
- Example: <type> overload

🥑 Operator Pairings

Many operators should be grouped together. This table should help you work out which are the minimal set of operators to overload for any particular operator.

If you overload	Then you should also overload
`operator OP=(T, U)`	`operator OP(T, U)`
`operator+(T, U)`	`operator+(U, T)`
`operator-(T, U)`	`operator+(T, U); operator+(T); operator-(T)`
`operator/(T, U)`	`operator*(T, U)`
`operator%(T, U)`	`operator/(T, U)`
`operator++()`	`operator++(int)`
`operator--()`	`operator++(); operator--(int)`
`operator->()`	`operator*()`

🦻 Feedback

Or go to the form here.