

# Operators and Overloading

## Exercises

- Give an example of an operator for a built-in type
- How is your operator invoked?

- Give an example of an operator for a type from the C++ Standard Library
- How is your operator invoked?

- What is a unary operator?
- What is a binary operator?
- Give an example of an operator that can be either unary or binary

Which of the following statements are true?

- A) Operators are "overloaded" when they have the same name and take the same arguments
- B) All operators can take either one or two arguments
- C) Operators can be member functions or non-member functions
- D) Operators which act on classes do not need to have the same syntax as operators which act on built-in types

Which of the following statements are true?

- A) When we write our own classes, we can add C++ operators to them
- B) Operators that we define ourselves can only use the same symbols as the built-in types
- C) However, we need not follow the same syntax rules
- D) When writing an operator, we should be creative and not restrict ourselves to the semantics of built-in operators