

Which Operators to Overload Solutions

- Give some examples of operators which are useful to overload
 - Assignment operator =
 - Equality operator ==
 - Inequality operator !=
 - Less than operator <
 - Function call operator ()
- Why is overloading arithmetic operators not generally useful?
 - Most types do not have arithmetic behaviour

- Why is overloading the logical AND and OR operators (&& and ||) not recommended?
 - The built-in versions of these operators have “short-circuit” evaluation
 - This relies on a guaranteed order of execution
 - For user-defined versions, this guarantee was not available until C++17

- Why is it good practice to make operators in our classes behave the same way as the corresponding built-in operators?
 - Overloaded operators which behave differently from built-in ones are confusing to work with
 - This often causes bugs