OPERATOR OVERLOADING

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You can use the 'operator' keyword to overload normal C operators to perform basic functions like adding and subtracting the way you would normally, by using the '+' and '-' symbols. Thus, instead of creating a function to do something like this:

```
Vector = myAddTwoVectors( Vector1, Vector2 );
```

you would overload the '+' operator so that the above statement would look like this:

```
Vector = Vector1 + Vector2;
```

The mechanics for operator overloading are shown in the following code segment:

```
// vector.cp
#include <iostream.h>

class Vector

    float x;
    float y;
  public:
    Vector( int a, int b );
    Vector &operator+( Vector &V );
    void print( void );
;

Vector::Vector( int a, int b )

  x = a;
  y = b;


Vector &Vector::operator+( Vector &V )

  Vector resultV( 0, 0 );

  resultV.x = x + V.x;
  resultV.y = y + V.y;

  return resultV;


void Vector::print( void )

  cout << "x: " << x << endl;
  cout << "y: " << y << endl;


void main( void )

  Vector vectorA( 3, 4 );
  Vector vectorB( 2, 7 );
  Vector vectorResult( 0, 0 );

  vectorResult = vectorA + vectorB;
  vectorResult.print();

// end vector.cp
```