Lab 9
Preview

23 March 2017

This week we'll revisit a class we saw way back in Lab 4: `Card`, representing playing cards. At the time, we were more focused on learning how pointers work, but today we'll use the class to practice operator overloading and some related ideas.

To start, copy the files from `/home/shared/162-1/lab9/` into your working directory for this lab. Look at the files; they are similar to the ones from Lab 4 but I've updated a few things. Start writing a readme file and describe what's in the directory according to our usual readme format. Read each file and write down questions about anything you're not sure about.

Defining ==

As seen in section 6.5 and discussed briefly in class, in C++ you can write method definitions that let you use builtin operators like `==` or `<` with classes that you write.

Go into `Card` and add a method to overload `==` to test whether two `Card` objects are equal to each other. Conveniently (and not coincidentally), there is already an `isEqualTo` method to actually do the work for you. To declare the overloaded operator, you'll declare a method whose name is `operator==` , following the form on pp384–85. When the method is defined, the body can just call `isEqualTo` to do the work.

Don't forget to add a test case to `test_Card` to confirm that this works; note that unlike the name of the method (which will be `operator==`), the name of the test block has to be an identifier, so you'll start it with something like

```
test opEqEq
```