

ASSIGNMENT OPERATORS OVERLOADING IN C++

http://www.tutorialspoint.com/cplusplus/assignment_operators_overloading.htm

Copyright © tutorialspoint.com

You can overload the assignment operator = just as you can other operators and it can be used to create an object just like the copy constructor.

Following example explains how an assignment operator can be overloaded.

```
#include <iostream>
using namespace std;

class Distance
{
private:
    int feet;           // 0 to infinite
    int inches;         // 0 to 12
public:
    // required constructors
    Distance(){
        feet = 0;
        inches = 0;
    }
    Distance(int f, int i){
        feet = f;
        inches = i;
    }
    void operator=(const Distance &D )
    {
        feet = D.feet;
        inches = D.inches;
    }
    // method to display distance
    void displayDistance()
    {
        cout << "F: " << feet << " I:" << inches << endl;
    }
};

int main()
{
    Distance D1(11, 10), D2(5, 11);

    cout << "First Distance : ";
    D1.displayDistance();
    cout << "Second Distance :";
    D2.displayDistance();

    // use assignment operator
    D1 = D2;
    cout << "First Distance :";
    D1.displayDistance();

    return 0;
}
```

When the above code is compiled and executed, it produces the following result:

```
First Distance : F: 11 I:10
Second Distance :F: 5 I:11
First Distance :F: 5 I:11
```

Loading [MathJax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js