



# ARRAY I: AN operator[] EXAMPLE

Overloading the index operator



## AN ARRAY WITH SETTABLE BOUNDS

```
class Array
{
    private:
        int    lower;
        int    upper;
        char*  array;

    public:
        Array(int l, int u);
        ~Array() { if (array != nullptr) delete[] array; }
        char& operator[](int index);
};
```

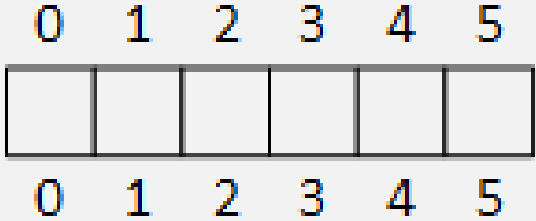


# MEMORY ALLOCATION: SIMPLE CASE

- `upper - lower + 1`

- `Array a(0, 5);`

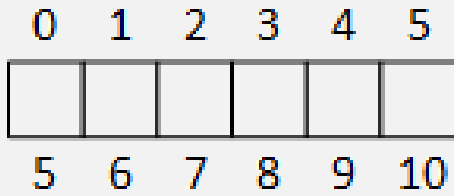
- `5 - 0 + 1 = 6`



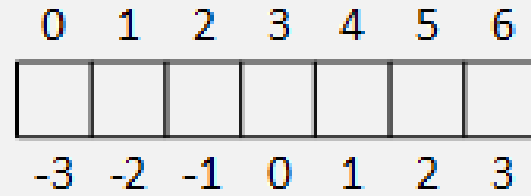


# MEMORY ALLOCATION: GENERAL CASE

- Array `b(5, 10);`
- $10 - 5 + 1 = 6$



- Array `c(-3, 3);`
- $3 - -3 + 1 = 7$





## THE Array CONSTRUCTOR

```
Array::Array(int l, int u) : lower(l), upper(u)
{
    if (upper < lower)
        throw "upper must be >= lower";

    array = new char[upper - lower + 1];
}
```



# OVERLOADING THE INDEX OPERATOR

- Let `index` be the parameter/operand
  - `index - lower`
  - `array[index - lower]`

```
char& Array::operator[](int index)
{
    if (index < lower || index > upper)
        throw "index out of bounds";

    return array[index - lower];
}
```

## DEMONSTRATING operator[ ]

```
Array c(-3, 3);
```

```
for (int i = -3; i <= 3; i++)  
    c[i] = char(i + 'D');    // l-value
```

```
for (int i = -3; i <= 3; i++)  
    cout << c[i] << endl;    // r-value
```