

⑥ Unary operators overloaded through member function of the class does not take any argument and overloaded through friend function must take one argument.

⑦ There are certain operators which cannot be overloaded.

1. $::$ scope ~~scope~~ resolution operator

2. $.$ Dot membership operator

3. $*$ pointer to member operator

4. $?$ Conditional operator

5. $sizeof$

⑧ There are operators which cannot be overloaded using friend. They are -

1. $=$ Assignment

2. \rightarrow pointer to member

3. $[]$ subscript operator

4. $()$ function call operator

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Rules of Operator Overloading! →

- ① Only the operators which are part of the C++ language can be overloaded. No new operators can be created using operator overloading.
- ② You can change the meaning of the operator i.e. $+$ operator can be overloaded to perform multiplication operator but you cannot change the priority of the operators.
- ③ Any overloaded operator function must have at least one operand which is user-defined type. All of the operands cannot be of basic types. If this is the case then function must be friend of ^{function} some class.
- ④ In case of ~~overloading~~ binary operators left hand side operator must be an object of class when overloaded operator function is a member function of the class.
- ⑤ Binary operators overloaded through member function of the class take one argument and overloaded through friend function takes two arguments.