Advanced Programming

Quiz 4

Operator Overloading

Name:

Student ID

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Assume a class is defined to represent a 2D vector. Write the class and overload * operator to find the dot product of two vectors.

class Vector2D

{

    float x,y;

    public:

    Vector2D(float a, float b){ x=a; y=b;}

    float operator*(Vector2D V){ return V.x*x + V.y+y);

};