

```

struct Record
{
    char name[50];
    int number;
}
class phoneList
{
    Record data[100];
    int size;
public:
    phoneList(){ size = 0;}
    void Insert(char *nameStr, int Phone);
    int operator[](char *nameStr);
};
void phoneList::Insert(char *nameStr, int Phone)
{
    if( size < 100 )
    {
        strcpy(data[size],nameStr);
        data[size++].number = phone
    }
}
int phoneList::operator[](char *nameStr)
{
    for(int i=0; i<size; i++)
        if(strcmp( data[i].name , nameStr) == 0)
            return data[i].number;
    return -1;
}

```