Introduction

The `Operator` class is derived from the `Token` class. An `Operator` object represents one of the operators $+$, $-$, $\times$, or $\div$.

Data Members

- `char m_oper` – The operator symbol '`+`', '`-`', '`*`', or '`/`'.

Public Member Functions

Constructors

- `Operator();`

  Constructs an `Operator` object with the operator '`+`'.

- `Operator(char op);`

  Constructs an `Operator` object with the value `op`.

Inspectors

- `char oper() const;`

  Returns the character for the operator.

- `Precedence prec() const;`

  Returns the precedence level.

Mutators

- `void oper(char op);`

  Sets the character for the operator.

Facilitators

- `void input(istream& in);`

  Reads the symbol for the operator from the `istream` and verifies that it is valid.

- `void output(ostream& out) const;`

  Writes the symbol for the operator to the `ostream`.

Non-member Functions

- `istream& operator>>(istream& in, Operator& op);`

  Reads the operator from the `istream`.

- `ostream& operator<<(ostream& out, const Operator& op);`

  Writes the operator to the `ostream`.