

# Lab 10

## Preview

*28 March 2019*

This week we'll take a brief break from the **Set** library and revisit a class we saw way back in Lab 4: **Card**, representing playing cards. At the time, we were more focused on learning how pointers work, but today we'll use the class to practice operator overloading and some related ideas.

To start, copy the files from `/home/shared/162/lab10/` into your working directory for this lab. Look at the files; they are similar to the ones from Lab 4 but I've updated a few things. Start writing a readme file and describe what's in the directory according to our usual readme format. Read each file and write down questions about anything you're not sure about.