1. A class, `person`, has private member variables, `name` (a `string`) and `age` (an `int`). Write the operator overloading functions (using class member functions, not friend functions) for `>`, `<`, and `==` such that these operators can be used to compare two people based on their ages. No prototypes are needed.

2. A class, `circle`, has private member variables, `radius` (a `double`) and `area` (a `double`). Write the operator overloading function (using class member functions, not friend functions) for `+` such that adding two circles together will result in a circle that has the sum of the radii from both circles and the appropriate area. You may assume `PI` is a global constant that has been defined. No prototypes are needed.

3. What operator is already defined for every class but can be overwritten? Why would one overwrite it?

Raw score: _________________________ /12
Scaled score: _________________________ /36