Absolute C++, 3e Errata

1. Page 674, Chapter 15, Programming Project 4:
 battleArena must take input parameters by reference. Change the prototype from:
    battleArena(Creature creature1, Creature creature2)
 to:
    battleArena(Creature &creature1, Creature &creature2)

2. Page 764, Display 17.26
  Your compiler may require the following include statements to compile templates (insert after line 4):
    #include "listtools.cpp"
    #include "hashtable.cpp"

3. Page 771, Display 17.30
  Your compiler may require the following include statements to compile templates (insert after line 4):
     #include "listtools.cpp"
     #include "set.cpp"

4. Page 803, Chapter 17, Programming Project 8
  Insert before the last sentence of this Programming Project:
  "The Employee class may require defining the == and != operators."

5. Page 804, Chapter 17, Programming Project 10
  Add the following text between the two paragraphs
 The class for type T must override the << operator.
 To convert the return value of << to a string:

```
   #include <sstream>

   stringstream temp;
   temp << instanceOfClass;
   string s = temp.str();
```

6. Page 889, Chapter 19, Programming Project 9
 change: "After the trials are over iterate through the map and sum the number of duplicate birthdays. Divide the sum by ... "
 to: "If a duplicate birthday is detected then increment a counter for that trial. Over all trials this counter should indicate how many of those trials had a duplicate birthday. Divide the counter by ..."

7. Pge 889, Chapter 19, Programming Project 10
 change: "Gigli: 1 review, average of 1 / 1"
 to: "Gigli: 1 review, average of 1 / 5"