Understanding Dynamic Construction and Destruction of Objects, and Operator Overloading

Design and implement a C++ program to model **Flats.** Each Flat is described by its **built-up area**, **number of bedrooms**, and **number of bathrooms**.

Program Requirements

1. **Class Definition**

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   - Define a class `Flat` with the following private data members:
     - `area` (in square feet)
     - `bedrooms`
     - `bathrooms`
2. **Constructors**
   - Provide:
     - A **default constructor** to initialize all values to zero.
     - Any other necessary constructor based on the requirement.
3. **Member Functions**
   - A function to set user specified Flat details for created Flat objects.
   - A function to **calculate and return the Flat value** based on:
     value = area + (bedrooms * 100) + (bathrooms * 50)
   - A function to **display** Flat details and computed value.
   - A friend function to total built area of the apartment.
4. **Operator Overloading**
   Implement the following operator overloading operations:
   - **+ (Addition Operator)**
   - **>= (Equality Operator)**
   - **<< (Output Operator)**

5. **Operations to demonstrate:**
a. Creation of an apartment with multiple Flats using default constructors
b. Populating the data members using copy constructors
   Return Boolean values True /False for c and d
c. Combine two Flat objects by adding their corresponding attributes (area, bedrooms, and bathrooms) and return a new Flat object representing a merged apartment.
d. Compare two Flats to check whether the attributes of one flat are greater than or equal to the other.
e. Display the Apartment details (details of all the created Flat objects).