```cpp
#ifndef ARRAY_H
#define ARRAY_H

class Array {
        public:
        // constructors (overloaded)
        Array(int isz = 5);
        Array(int *array, int isz);

        // copy constructor
        Array(const Array& rhs);

        // destructors
        ~Array()                { delete [] arr; }

        // friends
friend  std::ostream& operator<<(std::ostream& s, const Array& rhs);
friend  std::ostream& operator<<(std::ostream& s, Array *rhs)
                                { return(s << (*rhs)); }

        // assignment operator
        const Array& operator=(const Array&);

        // members
        int     size(void) const { return sz; }

        // private: only available to this class
        private:
        int                     sz;
        int                     *arr;
};

#endif
```