```cpp
#include "Complex.h"
#include<iostream>

using namespace std;

int main() {

    Complex c1(1.1, 2.2), c2(1.2, 2.3), c3;
    c1.prnt();
    c2.prnt();
    c3.prnt();

    //add call]

   /* c3 = c2.add(c1);*/  //add is the calling obj      c3 = c1 + c2;
   /* c3.prnt();*/       //it will add c1 and c2        we could use this
     instead


    c3 = c1 + c2; //operator overloading ADD
    c3.prnt();


    c1 = c2; //equal call

   /* if (c1.isEqual(c2))
        cout << "c1 and c2 are equal" << endl;
    else
            cout << "c1 and c2 are not  equal" << endl;*/

 /* = operator overloading EQUAL*/
    if (c1==(c2))
        cout << "c1 and c2 are equal" << endl;
    else
        cout << "c1 and c2 are not  equal" << endl;

    return 0;

}
```