

```
1  #include "Complex.h"
2  #include<iostream>
3
4  using namespace std;
5
6  int main() {
7
8      Complex c1(1.1, 2.2), c2(1.2, 2.3), c3;
9      c1.prnt();
10     c2.prnt();
11     c3.prnt();
12
13     //add call]
14
15     /* c3 = c2.add(c1);*/ //add is the calling obj      c3 = c1 + c2;
16     /* c3.prnt();*/ //it will add c1 and c2      we could use this ↗
17     instead
18
19
20     c3 = c1 + c2; //operator overloading ADD
21     c3.prnt();
22
23
24     c1 = c2; //equal call
25
26     /* if (c1.isEqual(c2))
27         cout << "c1 and c2 are equal" << endl;
28     else
29         cout << "c1 and c2 are not equal" << endl;*/
30
31     /* = operator overloading EQUAL*/
32     if (c1==(c2))
33         cout << "c1 and c2 are equal" << endl;
34     else
35         cout << "c1 and c2 are not equal" << endl;
36
37     return 0;
38
39 }
```