

*****Assignment No1*****

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Implement a class Complex which represents the Complex Number data type.

Implement the following operations:

- 1. Constructor (including a default constructor which creates the complex number 0+0i).**
- 2. Overloaded operator+ to add two complex numbers.**
- 3. Overloaded operator* to multiply two complex numbers.**
- 4. Overloaded << and >> to print and read Complex Numbers.**

```
#include<iostream>
```

```
using namespace std;
```

```
class Complex {
```

```
public:
```

```
    float x;
```

```
    float y;
```

```
    Complex()
```

```
    {
```

```
        x = 0;
```

```
        y = 0;
```

```
    }
```

```
    friend istream& operator>>(istream&, Complex&);
```

```
    friend ostream& operator<<(ostream&, const Complex&);
```

```
    Complex operator+(const Complex&);
```

```
    Complex operator*(const Complex&);
```

```
};
```

```
Complex Complex::operator+(const Complex& c)
```

```
{
```

```
    Complex add;
```

```
    add.x = x + c.x;
```

```
    add.y = y + c.y;
```

```
    return add;
```

```
}
```

```
Complex Complex::operator*(const Complex& c)
```

```
{
```

```
    Complex mul;
```

```
    mul.x = (x * c.x) - (y * c.y);
```

```

    mul.y = (y * c.x) + (x * c.y);
    return mul;
}

```

```

istream& operator>>(istream& in, Complex& t)
{
    cout << "\n Enter the Real Part: ";
    in >> t.x;
    cout << " Enter the Imaginary Part: ";
    in >> t.y;
    return in;
}

```

```

ostream& operator<<(ostream& out, const Complex& t)
{
    out << t.x;
    if (t.y >= 0)
        out << " + " << t.y << "i";
    else
        out << " - " << -t.y << "i";
    return out;
}

```

```

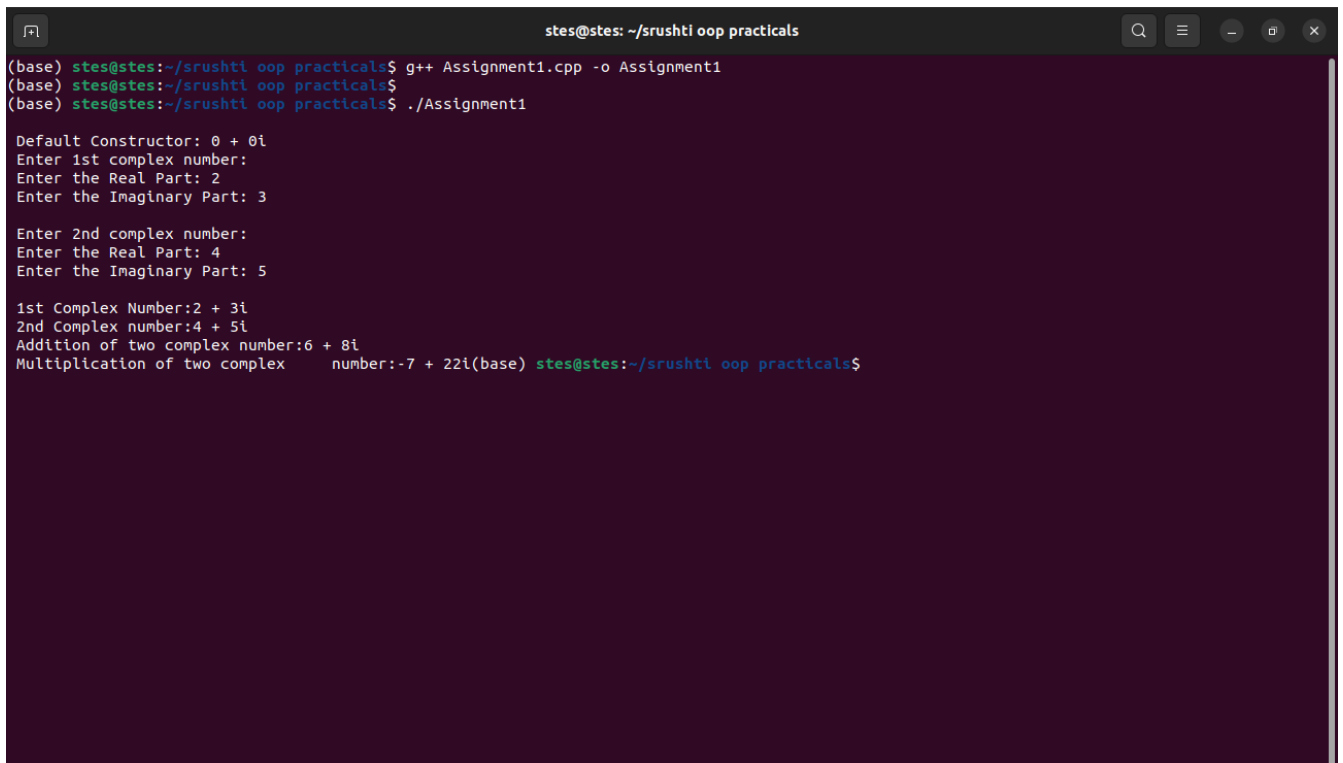
int main()
{
    Complex c1, c2, c3, c4;
    cout << "\n Default Constructor: ";
    cout << c1;
    cout << "\n Enter 1st complex number: ";
    cin>>c1;
    cout<<"\n Enter 2nd complex number:";
    cin>>c2;
    cout<<"\n 1st Complex Number:"<<c1;
    cout<<"\n 2nd Complex number:"<<c2;
    c3=c1+c2;
    cout<<"\n Addition of two complex number:"<<c3;
    c4=c1*c2;
    cout<<"\n Multiplication of two complex    number:"<<c4;
    return 0;
}

```

Output:



```
1#include<iostream>
2using namespace std;
3class complex
4{
5    float x;
6    float y;
7    public :
8        complex()
9        {
10            x=0;
11            y=0;
12        }
13        friend istream &operator>>(istream & , complex &);
14        friend ostream &operator<<(ostream & , complex &);
15        complex operator+(complex &);
16        complex operator*(complex &);
17
18};
19complex complex::operator+(complex &c)
20{
21    complex add;
22    add.x=x+c.x;
23    add.y=y+c.y;
24    return add;
25}
26complex complex::operator*(complex &c)
27{
28    complex mul;
```



```
stes@stes: ~/srushti oop practicals
(base) stes@stes:~/srushti oop practicals$ g++ Assignment1.cpp -o Assignment1
(base) stes@stes:~/srushti oop practicals$ ./Assignment1

Default Constructor: 0 + 0i
Enter 1st complex number:
Enter the Real Part: 2
Enter the Imaginary Part: 3

Enter 2nd complex number:
Enter the Real Part: 4
Enter the Imaginary Part: 5

1st Complex Number:2 + 3i
2nd Complex number:4 + 5i
Addition of two complex number:6 + 8i
Multiplication of two complex number:-7 + 22i(base) stes@stes:~/srushti oop practicals$
```