
OBJECT ORIENTED PROGRAMMING LABORATORY

LAB ASSIGNMENT 1

Problem Statement:

Implement a class Complex which represents the Complex Number data type. Implement the following operations:

1. A 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.

Main Program

```
#include<iostream>
using namespace std;
class complex
{
    float x;
    float y;

    public:
    complex()
    {
        x=0;
        y=0;
    }

    complex operator+(complex);
    complex operator*(complex);
    friend istream &operator>>(istream &input, complex &t)
    {
        cout<<"Enter the REAL part: \n";
        input>>t.x;
        cout<<"Enter the IMAGINARY part: \n";
        input>>t.y;
    }
    friend ostream &operator<<(ostream &output, complex &t)
    {
        output<<t.x<<"+"<<t.y<<"i"<<endl;
    }
};

complex complex::operator+(complex c)
{
    complex temp;
    temp.x=x+c.x;
    temp.y=y+c.y;

    return (temp);
}
```

```

    }

    complex complex::operator*(complex c1)
    {
        complex temp2;
        temp2.x=(x*c1.x)-(y*c1.y);
        temp2.y=(x*c1.y)+(y*c1.x);

        return (temp2);
    }

int main()
{
    complex c1,c2,c3,c4;

    cout<<"Default constructor value is: \n";
    cout<<c1;
    cout<<"Enter the first number: \n";
    cin>>c1;
    cout<<"Enter the second number: \n";
    cin>>c2;
    c3=c1+c2;
    c4=c1*c2;
    cout<<"The first number is: "<<c1<<endl;
    cout<<"The second number is: "<<c2<<endl;
    cout<<"The Addition is: "<<c3<<endl;
    cout<<"The Multiplication is: "<<c4<<endl;

    return 0;
}

```

OUTPUT:

Default constructor value is:
0+0i

Enter the first number:
Enter the REAL part:
2
Enter the IMAGINARY part:
3

Enter the second number:
Enter the REAL part:
4
Enter the IMAGINARY part:
5

The first number is: 2+3i

The second number is: 4+5i

The Addition is: $6+8i$

The Multiplication is: $-7+22i$