

Pass by reference to be **memory efficient**

Complex **operator**+(**const** Complex& rhs) **const** {

*if **rhs.real** = 0; is written in the function, you'll get a **compile-time error!***

*if **real** = 0; is written in the function, you'll get a **compile-time error!***

```
Complex temp;  
temp.real = real + rhs.real;  
temp.img = img + rhs.img;  
return temp;  
}
```