

```

class Complex {
private:
    double real;
    double img;
public:
    Complex() {
        real = 0; img = 0;
    }
    Complex(double r, double i) {
        real = r; img = i;
    }

```

```

    Complex& operator=(const Complex& rhs) {
        real = rhs.real;
        img = rhs.img;
        return *this;
    }
};

```

return by reference

*didn't add **const** as we want to change real and img*