

```

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

```

return type *function name* *input type* *object name (is y passed to rhs)*

```

Complex operator+(Complex rhs) {

```

```

    Complex temp;

```

*real of object on which **operator+** is invoked on (or X)*

*real of rhs (or y) passed to **operator+***

```

    temp.real = real + rhs.real;

```

```

    temp.img = img + rhs.img;

```

return by value

```

    return temp;

```

```

}

```

```

};

```