

Operator Overloading using Friend Functions

```
#include <iostream>
using namespace std;

class Complex
{
private:
    int real;
    int img;
public:
    Complex(int r=0,int i=0)
    {
        real=r;
        img=i;
    }
    void display()
    {
        cout<<real<<"+i"<<img<<endl;
    }

    friend Complex operator+(Complex c1,Complex c2);
};

Complex operator+(Complex c1,Complex c2)
{
    Complex temp;
    temp.real=c1.real+c2.real;
    temp.img=c1.img+c2.img;
    return temp;
}

int main()
{
    Complex c1(5,3),c2(10,5),c3;

    c3=c1+c2;

    c3.display();
}
```