Operator overloading

- Operators can be overloaded on our classes
- We can define operator for our own classes
- Operators can be overloaded using member functions or friend functions
- Global functions can also access private and protected members of an object if they are declared as friend inside a class

```cpp
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;
    }

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

};


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

    c3=c1+c2;

    c3.display();
}
```