: #include<iostream>

using namespace std;

class complex

{

public:

float real,img;

complex()

{

}

complex operator+ (complex);

complex operator\* (complex);

friend ostream &operator<<(ostream &,complex&);

friend istream &operator<<(istream &,complex&);

};

complex complex:: operator + (complex obj)

{

complex temp;

temp.real=real+obj.real;

temp.img=img+obj.img;

return (temp);

}

istream &operator >> (istream &is,complex &obj)

{

is>>obj.real;

is>>obj.img;

return is;

}

ostream &operator<<(ostream &outt,complex &obj)

{

outt<<""<<obj.real;

outt<<"+"<<obj.img<<"i";

return outt;

}

complex complex :: operator \* (complex obj)

{

complex temp;

temp.real=real\*obj.real-img\*obj.img;

temp.img=real\*obj.img+img\*obj.real;

return (temp);

}

int main()

{

complex a,b,c,d;

cout<<"\nEnter first complex number\n";

cout<<"\nEnter real and imaginary: ";

cin>>a;

cout<<"Enter second complex number \n";

cout<<"\nEnter real and imaginary: ";

cin>>b;

cout<<"\n\tArithmetic operations";

c=a+b;

cout<<"\n\tAddition =";

cout<<c;

d=a\*b;

cout<<"\n\tMultiplication=";

cout<<d;

cout<<endl;

return 0;

}