

complex class

```
class complex {
private:
    int _x;
    int _y;
#ifdef RAWPOINTER
    string* _string;
#endif
#ifdef UNIQUEPOINTER
    unique_ptr<string> _string;
#endif
    static bool _display; /* ONLY ONCE for all object */
};
```

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//#define UNIQUEPOINTER
```

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```
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Display is set to 1
in complex constructor: x = 2 y = 3
2+i3
in complex constructor: x = 27 y = -200
27-i200
in complex constructor: x = -20 y = 4
-20+i4
in complex constructor: x = -18 y = -99
-18-i99
2+i3
in complex == operator
c1 is equal to c2
in complex != operator
in complex == operator
c1 is NOT equal to c3
in complex constructor: x = -200 y = -800
-200-i800
In complex Destructor -200-i800
In complex equal operator -18-i99
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