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using System;

namespace ComplexNumberAddition
{
    class Complex
    {
        double real;
        double imaginary;

        public void Accept()
        {
            Console.Write("Enter the real part: ");
            real = double.Parse(Console.ReadLine());
            Console.Write("Enter the imaginary part: ");
            imaginary = double.Parse(Console.ReadLine());
        }

        public static Complex operator +(Complex c1, Complex c2)
        {
            return new Complex
            {
                real = c1.real + c2.real,
                imaginary = c1.imaginary + c2.imaginary
            };
        }

        public void Display()
        {
            Console.WriteLine($"{real} + i{imaginary}");
        }
    }

    class Program
    {
        public static void Main()
        {
            Complex num1 = new Complex();
            Complex num2 = new Complex();
            Complex sum;

            Console.WriteLine("Enter the first complex number:");
            num1.Accept();

            Console.WriteLine("Enter the second complex number:");
            num2.Accept();

            sum = num1 + num2;

            Console.Clear();
            Console.WriteLine("Sum of two complex numbers:");
            Console.Write("First: ");
            num1.Display();
            Console.Write("Second: ");
            num2.Display();
            Console.Write("Sum: ");

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    sum.Display();  
  }  
}
```