

# Infix functions

```
data class Point(val first: Int, val second: Int) {
    infix operator fun plus(other: Point): Point = Point(
        this.first + other.first,
        this.second + other.second,
    )
}
```

`infix` specifies that this function's name can be placed between its arguments.

Now these all mean the same thing (if `p1` and `p2` are `Points`):

<code>p1 + p2</code>	←	Operator form (enabled by <code>operator</code> )
<code>p1 plus p2</code>	←	Infix form (enabled by <code>infix</code> )
<code>p1.plus(p2)</code>	←	Regular form

In all cases, `p1` is the **receiver** of the method call