#include<iostream>

using namespace std;

class Complex

{

public:

float real,img;

Complex()

{

real=0;

img=0;

}

Complex(int r, int i)

{

real=r;

img=i;

}

Complex operator+(Complex obj)

{

Complex temp;

temp.real=real+obj.real;

temp.img=img+obj.img;

return temp;

}

Complex operator\*(Complex obj)

{

Complex temp;

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

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

return temp;

}

};

int main()

{

Complex c1(20,40);

Complex c2(10,10);

Complex c3;

c3=c1+c2;

cout<<"the sum of numbers is : ";

cout<<c3.real<<'+'<<c3.img<<'i'<<endl;

c3=c1\*c2;

cout<<"multiplication of numbers is : ";

cout<<c3.real<<'+'<<c3.img<<'i'<<endl;

return 0;

}

