Operator Overloading

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```cpp
#include<iostream>
using namespace std;
class Complex
{
private:
    int real, img;
public:
    Complex(int r = 0, int i = 0){
        real = r;
        img = i;
    }
    Complex add(const Complex& num) const {
        return Complex(real + num.real, img + num.img);
    }
    Complex operator+(const Complex& num) const {
        return Complex(real + num.real, img + num.img);
    }
    void display() const {
        std::cout << real << " + " << img << "i" << std::endl;
    }
};

int main() {
    Complex a(5,4);
    Complex b(5,4);
    Complex c = a + b;
    c.display();
    Complex d = a.add(b);
    d.display();
    return 0;
}
```

```cpp
class Complex
{
    private:
        int real;
        int img;
    public:

friend Complex operator + (Complex c1, complex c2)
};
```

```cpp
Complex operator + (Complex c1, Complex c2)
{
    Complex t;
    t.real = c1.real + c2.real;
    t.img = c1.img + c2.img;

    return t;
}
```