

Code:

```
#include <iostream>
using namespace std;

class Complex
{
private:
    double real;
    double img;

public:
    Complex()
    {
        this->real = 0;
        this->img = 0;
    }

    Complex(double real, double img)
    {
        this->real = real;
        this->img = img;
    }

    Complex operator+(const Complex &other)
    {
        return Complex(real + other.real, img + other.img);
    }

    Complex operator*(const Complex &other)
    {
        double res_real = (real * other.real) - (img * other.img);
        double res_img = (real * other.img) + (img * other.real);
        return Complex(res_real, res_img);
    }

    friend ostream &operator<<(ostream &out, Complex &complex)
    {
        cout << complex.real;
        if (complex.img >= 0)
        {
            out << " + " << complex.img << "i";
        }
        else
        {
            out << " - " << -complex.img << "i";
        }
        return out;
    }
}
```

Output:

