```
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)</pre>
    {
        cout << complex.real;</pre>
        if (complex.img >= 0)
            out << " + " << complex.img << "i";</pre>
        }
        else
            out << " - " << -complex.img << "i";</pre>
        return out;
    }
```

```
friend istream &operator>>(istream &in, Complex &complex)
         cout << "Enter real part: ";</pre>
         in >> complex.real;
         cout << "Enter imaginary part: ";</pre>
        in >> complex.img;
        return in;
    }
};
int main()
{
    Complex c1, c2;
    cout << "Enter first complex number: \n";</pre>
    cin >> c1;
    cout << "Enter second complex number: \n";</pre>
    cin >> c2;
    Complex sum = c1 + c2;
    Complex product = c1 * c2;
    cout << "Sum: " << sum << endl;</pre>
    cout << "Product: " << product << endl;</pre>
    return 0;
}
Output:
```

