
Roll Number: SYCOC303 Division: C

PRN Number: 122B2B303 Batch: C4

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Problem Statement:

Implement a class Complex which represents the Complex Number data type. Implement the following operations:

- a. Constructor (including a default constructor which creates the complex number (0+0i).
 - b. Overloaded operator + to add two complex numbers.
 - c. Overloaded operator * to multiply two complex numbers.
 - d. Overloaded << and >> to print and read Complex Numbers.

Write a C++ program to read and display all project information using Operator Overloading.

INPUT:

```
public:
        ComplexNumbers()
        {
            this->real=0;
            this->img=0;
        }
        //overloading insertion operator
       friend istream &operator>>( istream &input,ComplexNumbers &obj1)
       {
         input >> obj1.real >> obj1.img;
         return input;
       }
        //overloading ectraction operator
       friend ostream &operator<<( ostream &output,ComplexNumbers &obj1)</pre>
       {
         output<<obj1.real<<" + i"<<obj1.img;</pre>
         return output;
       }
       //overloading addition + operator
       ComplexNumbers operator+(ComplexNumbers &obj)
       {
           ComplexNumbers cn;
           cn.real=this->real+obj.real;
           cn.img=this->img+obj.img;
           return cn;
       }
       //overloading multiplication * operator
       ComplexNumbers operator*(ComplexNumbers &obj)
       {
           ComplexNumbers cn;
           cn.real=this->real*obj.real;
           cn.img=this->img*obj.img;
           return cn;
       }
int main()
```

};

```
{
   ComplexNumbers c1,c2,c3,addresult,mulresult;
   cout<<"\n=====Welcome======";
   cout<<"\nThe Complex Numbers are-->";
   //default values are set using Constructor
   cout<<"\nFirst Number= "<<c1;</pre>
   cout<<"\nSecond Number= "<<c2;</pre>
   cout<<"\n=========:";
   cout<<"\nEnter the values for first complex number-->";
   cout<<"\nEnter real value and imaginary value:";</pre>
   cin>>c1;
   cout<<"\nThe values for first complex number are assigned by overloading insertion
operator!";
   cout<<"\nSecond Number==>The Complex number is: "<<c1;</pre>
   cout<<"\n========";
   cout<<"\nEnter the values for second complex number-->";
   cout<<"\nEnter real value and imaginary value:";</pre>
   cin>>c2;
   cout<<"\nThe values for second complex number are assigned by overloading
insertion operator!";
  //displaying values by overloading extraction operator
   cout<<"\nSecond Number==>The Complex number is: "<<c2;</pre>
   cout<<"\n========";
   cout<<"\n=====ADDITION OPERATION=====";</pre>
   cout<<"\nFirst Number= "<<c1;</pre>
   cout<<"\nSecond Number= "<<c2;</pre>
   addresult=c1+c2;
   cout<<"\nAddition of first and second Complex Number is= "<<addresult;</pre>
   cout<<"\n========";
   cout<<"\n=========;
   cout<<"\n=====MULTIPLIATION OPERATION=====";</pre>
   cout<<"\nFirst Number= "<<c1;</pre>
   cout<<"\nSecond Number= "<<c2;</pre>
   mulresult=c1*c2;
   cout<<"\nMultiplication of first and second Complex Number is= "<<mulresult;</pre>
   cout<<"\n========";
   cout<<"\n=====Thank You!=======";</pre>
```

```
return 0;
}
```

OUTPUT:

```
-----Welcome-----
The Complex Numbers are-->
First Number= 0 + i0
Second Number= 0 + i0
Enter the values for first complex number-->
Enter real value and imaginary value:15 3
The values for first complex number are assigned by overloading insertion operator!
Second Number==>The Complex number is: 15 + i3
Enter the values for second complex number-->
Enter real value and imaginary value:12 6
The values for second complex number are assigned by overloading insertion operator!
Second Number==>The Complex number is: 12 + i6
_____
====ADDITION OPERATION=====
First Number= 15 + i3
Second Number= 12 + i6
Addition of first and second Complex Number is= 27 + i9
-----
.....
====MULTIPLIATION OPERATION=====
First Number= 15 + i3
Second Number= 12 + i6
Multiplication of first and second Complex Number is= 180 + i18
-----
----Thank You!-----
Process exited after 14.45 seconds with return value 0
Press any key to continue . . .
```
