第七次上机实验报告

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**程序代码**

#include<iostream>

using namespace std;

class Complex {

double real;

double imag;

public:

Complex(double r = 0.0, double i = 0.0);

void print();

Complex operator+(Complex c);

};

Complex::Complex(double r, double i)

{

real = r; imag = i;

}

Complex Complex::operator+(Complex c)

{

Complex temp;

temp.real = real\*c.real-imag\*c.imag;

temp.imag = real\*c.imag+c.real\*imag;

return temp;

}

void Complex::print()

{

cout << "total real=" << real << " " << " total imag=" << imag << endl;

}

int main()

{

double x1, x2, y1, y2;

cin >> x1 >> y1 >> x2 >> y2;

Complex com1(x1, y1), com2(x2, y2), total1;

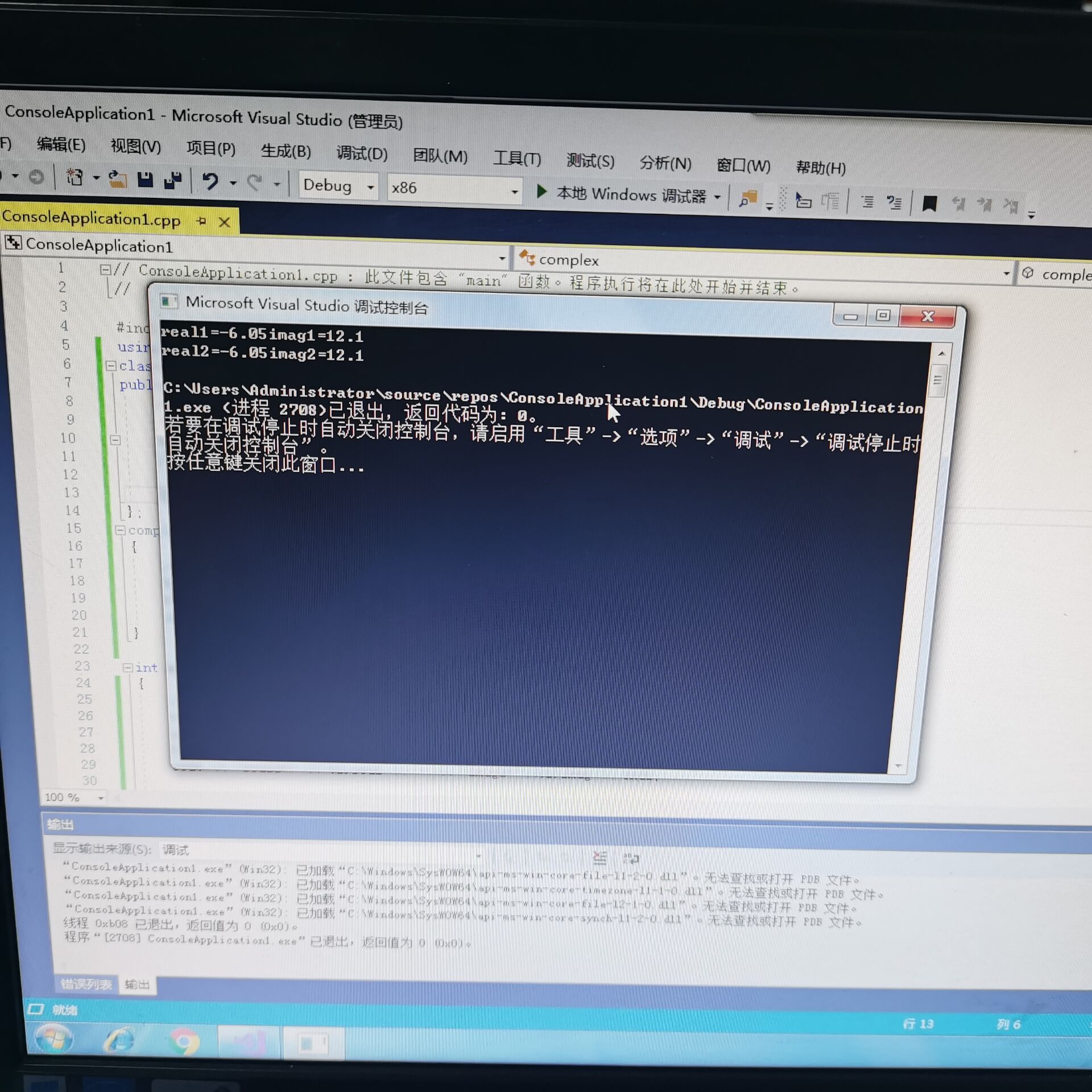
total1 = com1 + com2;

total1.print();

return 0;

}

程序结果



**四、实验心得**

这次实验我感觉我慢慢上道了，那种感觉就是好像掌握了游戏规则，发现了新世界那样，本次实验是最后一次商上机，总体来说运算符重载时间上是类的一个补充，本次实验比较简单。

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