**Complex class Assignment**

**Given the following implementation of class Complex,**

class Complex {

private:

float rp,; // real part

float ip; // imaginary part

public:

float real () {return rp;}

float imag() {return ip;}

-----

------

};

**add the destructor, default constructor, constructor with parameters, copy constructor,operator = , operator + and toString method .**

**Hint: the toString method is to return Complex in the form "x+yi", for example;**

**void main( )**

**{**

**Complex a(3, 4);**

**Complex d(2);**

**Complex c;**

**float x,y;**

**cin>>x>>y;**

**c.setReal(x);**

**c.setImage(y);**

**cout << a.toString() << " " << d .toString()<< endl; // prints: 3+4i 2+0i**

**c = a+d;**

**cout<< c.toString(); // 5 + 4i**

**}**