Statement -

Implement a class Complex which represents the Complex Number data type. Implement the following 1. Constructor (including a default constructor which creates the complex number 0+0i). 2. Overload operator+ to add two complex numbers. 3. Overload operator* to multiply two complex numbers. 4. Overload operators << and >> to print and read Complex Number

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Program-
#include <iostream>
using namespace std;
class Complex {
private:
  double real, imag;
public:
  // Default constructor (initializes to 0 + 0i)
  Complex(): real(0), imag(0) {}
  // Parameterized constructor to initialize real and imaginary parts
  Complex(double r, double i) : real(r), imag(i) {}
  // Overload the + operator to add two complex numbers
  Complex operator+(const Complex& other) {
    return Complex(real + other.real, imag + other.imag);
  }
  // Overload the * operator to multiply two complex numbers
  Complex operator*(const Complex& other) {
    double realPart = real * other.real - imag * other.imag;
    double imagPart = real * other.imag + imag * other.real;
    return Complex(realPart, imagPart);
  }
  // Overload the << operator to print a complex number
  friend ostream& operator<<(ostream& out, const Complex& c) {
    out << c.real;
    if (c.imag \geq 0) {
      out << " + " << c.imag << "i";
    } else {
      out << " - " << -c.imag << "i";
    return out;
  }
  // Overload the >> operator to input a complex number
  friend istream& operator>>(istream& in, Complex& c) {
    in >> c.real >> c.imag;
```

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return in;
}
};

int main() {
    Complex c1, c2, result;

    cout << "Enter the first complex number (real and imaginary parts): ";
    cin >> c1;

    cout << "Enter the second complex number (real and imaginary parts): ";
    cin >> c2;

    result = c1 + c2; // Adding complex numbers
    cout << "Sum of the complex numbers: " << result << endl;

    result = c1 * c2; // Multiplying complex numbers
    cout << "Product of the complex numbers: " << result << endl;

    return 0;
}
```