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**Write a program to implement constructor overloading**

#include <iostream>

using namespace std;

class complex {

private:

int x, y;

public:

complex()

{

}

complex(float a)

{

x = y = a;

}

complex(float real, float img)

{

x = real;

y = img;

}

friend complex sum(complex, complex);

friend void show(complex);

};

complex sum(complex c1, complex c2)

{

complex c3;

c3.x = c1.x + c2.x;

c3.y = c1.y + c2.y;

return (c3);

}

void show(complex d)

{

cout << d.x << "+I" << d.y << endl;

}

int main()

{

complex A(10.8);

complex B(30.6);

complex result;

result = sum(A, B);

cout << "A=";

show(A);

cout << "B=";

show(B);

cout << "result=";

show(result);

return (0);

}

**Output**

A=10.8+i4,8

B=30.6+i5.6

result=41.4+i10.4