// Ashish Waghmode

// roll no : 2174

#include<iostream>

using namespace std;

class complex

{

private:

int real;

int imag;

public:

void setvalue(int,int);

complex operator \*(complex &b);

complex operator +(complex &d);

void display();

friend void operator <<(ostream&output,complex&s );

friend void operator >>(istream&input,complex&q );

};

void operator <<(ostream&output,complex&s )

{

output<<s.real<<"+"<<s.imag<<"i";

}

void operator >>(istream&input,complex&q )

{

input>>q.real>>q.imag;

}

void complex::setvalue(int c,int d)

{

real=c;

imag=d;

}

complex complex::operator \*(complex &b)

{

complex c7;

c7.real=real\*b.real;

c7.imag=imag\*b.imag;

return(c7);

}

complex complex::operator +(complex &d)

{

complex c8;

c8.real=real+d.real;

c8.imag=imag+d.imag;

return(c8);

}

void complex::display()

{

cout<<real<<"\*"<<imag<<"i"<<"\n";

cout<<real<<"+"<<imag<<"i"<<"\n";

}

int main()

{

complex c1,c2,c3,c4;

cout<<" Enter First Object :"<<"\n";

cin>>c3;

cout<<" First Object is :\n"<<c3;

cout<<"\n Enter Second Object :";

cin>>c4;

cout<<" Second Object is:\n"<<c4;

c1=c3+c4;

c2=c3\*c4;

cout<<"\n Addition :"<<c1;

cout<<"\n Multiplication :"<<c2;

return 0;

}

/\*

Enter First Object :

2

3

First Object is :

2+3i

Enter Second Object :4

6

Second Object is:

4+6i

Addition :6+9i

Multiplication :8+18i

\*/