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/* The following code example is taken from the book
 * "The C++ Standard Library - A Tutorial and Reference"
 * by Nicolai M. Josuttis, Addison-Wesley, 1999
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 * warranty, and with no claim as to its suitability for any purpose.
 */
#include <iostream>
#include <complex>
using namespace std;
int main()
     /* complex number with real and imaginary parts
      * - real part: 4.0
      * - imaginary part: 3.0
      */
     complex < double > c1(4.0, 3.0);
     /* create complex number from polar coordinates
      * - magnitude: 5.0
      * - phase angle: 0.75
     complex < float > c2(polar(5.0, 0.75));
     // print complex numbers with real and imaginary parts cout << "c1: " << c1 << endl; cout << "c2: " << c2 << endl;
     // print complex numbers as polar coordinates cout << "c1: magnitude: " << abs(c1)
     phase angle: " << arg(c2) << endl;
     // print complex conjugates
     cout << "c1 conjugated: " << conj(c1) << endl;
cout << "c2 conjugated: " << conj(c2) << endl;</pre>
     // print result of a computation
     cout \langle \langle "4.4 + c1 * 1.8 : " \langle \langle 4.4 + c1 * 1.8 \langle \langle end1 \rangle \rangle
     /* print sum of c1 and c2:
      * - note: different types
      */
     cout << "c1 + c2:
            << c1 + complex<double>(c2. real(), c2. imag()) << endl;</pre>
     // add square root of c1 to c1 and print the result
     \operatorname{cout} \left\langle \left\langle \right\rangle \right\rangle = \operatorname{sqrt}(\operatorname{c1}) : \left\langle \left\langle \right\rangle \left\langle \left\langle \right\rangle \right\rangle + \operatorname{sqrt}(\operatorname{c1}) \right\rangle \left\langle \left\langle \right\rangle \right\rangle = \operatorname{end1};
```