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[■] MODE22.C

1=[↑↓]

```
#include <stdio.h>
#include <stdlib.h>
```

```
struct complex
{
    int real, img;
};
```

```
int main()
{
    int choice, x, y, z;
    struct complex a, b, c;
```

```
while(1)
{
    printf("Press 1 to add two complex numbers.\n");
    printf("Press 2 to subtract two complex numbers.\n");
    printf("Press 3 to multiply two complex numbers.\n");
    printf("Press 4 to divide two complex numbers.\n");
    printf("Press 5 to exit.\n");
    printf("Enter your choice\n");
```

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[■] MODE22.C

1=[↑↓]

```
printf("Enter your choice\n");
scanf("%d", &choice);
```

```
if (choice == 5)
    exit(0);
```

```
if (choice >= 1 && choice <= 4)
{
```

```
    printf("Enter a and b where  $a + ib$  is the first complex number.");
```

```
    printf("\na = ");
```

```
    scanf("%d", &a.real);
```

```
    printf("b = ");
```

```
    scanf("%d", &a.img);
```

```
    printf("Enter c and d where  $c + id$  is the second complex number.");
```

```
    printf("\nc = ");
```

```
    scanf("%d", &b.real);
```

```
    printf("d = ");
```

```
    scanf("%d", &b.img);
```

```
}
```

```
if (choice == 1)
```

```
{
```

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[■] MODE22.C 1=[↑]

```
if (choice == 1)
{
    c.real = a.real + b.real;
    c.img = a.img + b.img;

    if (c.img >= 0)
        printf("Sum of the complex numbers = %d + %di", c.real, c.img);
    else
        printf("Sum of the complex numbers = %d %di", c.real, c.img);
}
else if (choice == 2)
{
    c.real = a.real - b.real;
    c.img = a.img - b.img;

    if (c.img >= 0)
        printf("Difference of the complex numbers = %d + %di", c.real, c.img);
    else
        printf("Difference of the complex numbers = %d %di", c.real, c.img);
}
else if (choice == 3)
```

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```
[■] MODE22.C 1=[↑]
    if (c.img >= 0)
        printf("Difference of the complex numbers = %d + %di", c.real, c.img);
    else
        printf("Difference of the complex numbers = %d %di", c.real, c.img);
}
else if (choice == 3)
{
    c.real = a.real*b.real - a.img*b.img;
    c.img = a.img*b.real + a.real*b.img;

    if (c.img >= 0)
        printf("Multiplication of the complex numbers = %d + %di", c.real, c.i
    else
        printf("Multiplication of the complex numbers = %d %di", c.real, c.img
}
else if (choice == 4)
{
    if (b.real == 0 && b.img == 0)
        printf("Division by 0 + 0i isn't allowed.");
    else
    {
```

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[■] MODE22.C

1=[↑↓]

```
{
    x = a.real*b.real + a.img*b.img;
    y = a.img*b.real - a.real*b.img;
    z = b.real*b.real + b.img*b.img;

    if (x/z == 0 && y/z == 0)
    {
        if (y/z >= 0)
            printf("Division of the complex numbers = %d + %di", x/z, y/z);
        else
            printf("Division of the complex numbers = %d %di", x/z, y/z);
    }
    else if (x/z == 0 && y/z != 0)
    {
        if (y/z >= 0)
            printf("Division of two complex numbers = %d + %d/%di", x/z, y, z);
        else
            printf("Division of two complex numbers = %d %d/%di", x/z, y, z);
    }
    else if (x/z != 0 && y/z == 0)
    {

```

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[■] MODE22.C 1=[↑↓]

```
{
    if (y/z >= 0)
        printf("Division of two complex numbers = %d/%d + %di", x, z, y/z)
    else
        printf("Division of two complex numbers = %d %d/%di", x, z, y/z);
}
else
{
    if (y/z >= 0)
        printf("Division of two complex number s = %d/%d + %d/%di", x, z, y,
    else
        printf("Division of two complex numbers = %d/%d %d/%di", x, z, y,
}
}
else
    printf("Invalid choice.");

printf("\nPress any key to enter choice again...\n");
}
```

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C:\TURBOC3\BIN>TC

Press 1 to add two complex numbers.

Press 2 to subtract two complex numbers.

Press 3 to multiply two complex numbers.

Press 4 to divide two complex numbers.

Press 5 to exit.

Enter your choice

1

Enter a and b where $a + ib$ is the first complex number.

a = 2

b = 3

Enter c and d where $c + id$ is the second complex number.

c = 4

d = 5

Sum of the complex numbers = $6 + 8i$

Press any key to enter choice again...

Press 1 to add two complex numbers.

Press 2 to subtract two complex numbers.

Press 3 to multiply two complex numbers.

Press 4 to divide two complex numbers.

Press 5 to exit.

Enter your choice

-