

1. Write a C++ Program to create a class as COMPLEX and implement the following by overloading the function ADD() which returns the Complex numbers

a) ADD(C1, C2); C1 is an integer ; C2 is a Complex number.

b) ADD(C1, C2); C1 and C2 are Complex numbers.

```
#include<iostream>
```

```
using namespace std;
```

```
class COMPLEX
```

```
{private:
```

```
    float real;
```

```
    float imag;
```

```
public:
```

```
    COMPLEX() { // default constructor
```

```
    real = 0;
```

```
    imag = 0;
```

```
}
```

```
    COMPLEX(float r, float i) { // parameterized constructor
```

```
    real = r;
```

```
    imag = i;
```

```
}
```

```
    COMPLEX(int r) { // constructor with integer input
```

```
    real = r;
```

```
    imag = 0;
```

```
}
```

```
    COMPLEX ADD(COMPLEX C) { // ADD() function for adding two Complex numbers
```

```
    COMPLEX res;
```

```
    res.real = real + C.real;
```

```
    res.imag = imag + C.imag;
```

```
    return res;
```

```
}
```

```

        COMPLEX ADD(int r) { // ADD() function for adding an integer and a Complex
number
COMPLEX res;
        res.real = real + r;
res.imag = imag;
return res;
}

```

```

        void display() { // function to display Complex number
        if(imag < 0)
        cout << real << " - i" << abs(imag) << endl;
        else
        cout << real << " + i" << imag << endl;
        }
};

```

```

int main()
{ COMPLEX C1(4,
5);
    COMPLEX C2(3, -2);
COMPLEX C3;

```

```

    cout << "C1 = ";
    C1.display();

```

```

    cout << "C2 = ";
    C2.display();

```

```

    C3 = C1.ADD(C2); // Adding two Complex numbers
    cout << "C1 + C2 = ";
    C3.display();

```

```

    C3 = C1.ADD(2); // Adding an integer and a Complex number
    cout << "C1 + 2 = ";
    C3.display();

```

```
    return 0;  
}
```

OUTPUT