

# CODE for Complex Number Arithmetics.

```
import java.util.*; //Importing all members from java.util package.
class complex
{
    float real;
    float img;

    complex() //Default constructor.
    {
        this.real = 0;
        this.img = 0;
    }

    complex(float i, float j) //Parameterized constructor.
    {
        this.real = i;
        this.img = j;
    }

    void add(complex c1, complex c2) //Addition.
    {
        complex c3 = new complex();
        c3.real = (c1.real + c2.real);
        c3.img = (c1.img + c2.img);
        System.out.println("Addition of the complex numbers is: " + c3.real + "+" +
c3.img + "i");
    }

    void sub(complex c1, complex c2) //Subtraction.
    {
        complex c3 = new complex();
        c3.real = (c1.real - c2.real);
        c3.img = (c1.img - c2.img);
        System.out.println("Subtraction of the complex numbers is: " + c3.real + "+" +
c3.img + "i");
    }

    void mult(complex c1, complex c2) //Multiplication.
    {
        complex c3 = new complex();
        c3.real= ((c1.real * c2.real) - (c1.img * c2.img));
        c3.img = ((c1.real * c2.img) + (c2.real * c1.img));
    }
}
```

```

        System.out.println("Multiplication of the complex numbers is: " + c3.real + "+" +
c3.img + "i");
    }

```

```

    void div(complex c1, complex c2) //Division.
    {
        complex c3 = new complex();
        c3.real = (((c1.real * c2.real) - (c1.img * c2.img))/((c2.real* c2.real) + (c2.img *
c2.img)));
        c3.img = (((c2.real * c1.img) + (c1.real * c2.img))/((c2.real * c2.real) + (c2.img *
c2.img)));
        System.out.println("Division of the complex numbers is: " + c3.real + "+" +
c3.img + "i");
    }
}

```

//Code performed by Pranit Zambre, Roll Number: 19.

```

class MainComplex //Main class.
{
    public static void main(String[] args)
    {
        Scanner sc = new Scanner(System.in);
        complex c1 = new complex();
        System.out.println("Enter 1st REAL number here: \n");
        c1.real = sc.nextFloat();
        System.out.println("Enter 1st IMAGINARY number here: \n");
        c1.img = sc.nextFloat();

        System.out.println("Enter 2nd REAL number here: \n");
        float num1 = sc.nextFloat();
        System.out.println("Enter 2nd IMAGINARY number here: \n");
        float num2 = sc.nextFloat();
        complex c2 = new complex(num1, num2);
        complex c3 = new complex();
        System.out.println("Your 1st COMPLEX number is: " + c1.real + "+" + c1.img + "i \n");
        System.out.println("Your 2nd COMPLEX number is: " + c2.real + "+" + c2.img + "i \n");

        int ch;
        do //Do-while loop for repeating the menu options.
        {
            System.out.println("\nMenu: \n");
            System.out.println("1.Type 1 for Addition. \n2.Type 2 for Subtraction. \n3.Type 3 for
Multiplication. \n4.Type 4 for Division. \n");

```

```
ch = sc.nextInt();

switch(ch) //Switch case for performing different operations.
{
    case 1: c3.add(c1,c2);
    break;

    case 2: c3.sub(c1,c2);
    break;

    case 3: c3.mult(c1,c2);
    break;

    case 4: c3.div(c1,c2);
    break;

    default:
    System.out.println("Invalid operation.");
}
}while (ch != 5);
}
} //Code ends here.
```

# OUTPUT.

Enter 1st REAL number here:

1

Enter 1st IMAGINARY number here:

2

Enter 2nd REAL number here:

3

Enter 2nd IMAGINARY number here:

4

Your 1st COMPLEX number is:  $1.0+2.0i$

Your 2nd COMPLEX number is:  $3.0+4.0i$

Menu:

1.Type 1 for Addition.

2.Type 2 for Subtraction.

3.Type 3 for Multiplication.

4.Type 4 for Division.

1

Addition of the complex numbers is:  $4.0+6.0i$

Menu:

1.Type 1 for Addition.

2.Type 2 for Subtraction.

3.Type 3 for Multiplication.

4.Type 4 for Division.

2

Subtraction of the complex numbers is:  $-2.0+-2.0i$

Menu:

1.Type 1 for Addition.

2.Type 2 for Subtraction.

3.Type 3 for Multiplication.

4.Type 4 for Division.

3

Multiplication of the complex numbers is:  $-5.0+10.0i$

Menu:

1.Type 1 for Addition.

2.Type 2 for Subtraction.

3.Type 3 for Multiplication.

4.Type 4 for Division.

4

Division of the complex numbers is:  $-0.2+0.4i$