```
#include <iostream>
  using namespace std;
  class Complex
 private:
 float re; // real part
 float in; // inaginary part
 public:
 // Default constructor
  Compolex()
 {
 re = 0;
 in = 0;
   // Function to add multiple complex numbers
 void sun()
   int n;
 cout < "How many complex numbers do you want to add?";
  cin \gg n;
 if (n ← 0)
   cout < "Invalid number of complex numbers." < endl;
   return;
   for (int i = 0; i < n; ++i)
  {
   float tre, tin;
  cout \ll "Compilex number" \ll i + 1 \ll ":- " \ll endl;
cout << "Enter the real part: ";</pre>
 cin≫ tre;
  cout ≪ "Enter the imaginary part: ";
  cin ≫ tin;
88. // Displaying the entered complex number
  if (tin > 0)
 cout \ll tre \ll " + " \ll tin \ll "i" \ll endl;
   el se
  cout \ll tre \ll " - " \ll -tin \ll "i" \ll endl;
4 re += tre;
   in += tin;
// Function to display the sum of complex numbers
 void display()
 if (in > 0)
   \text{cout} \ll \text{re} \ll " + " \ll \text{in} \ll " \text{i"} \ll \text{endl}; 
  el se
 \overline{} cout \ll re \ll " - " \ll -in \ll "i" \ll endl;
```

```
58: ~Complex()

59: {

60: cout < "Destructor is called for Complex object" < endl;

51: }

62: };

63:

64:

65: int main()

66: {

67: Complex cc;

70: cc. sum(); // calling the summethod to add complex numbers

69: cout < "The total sum of the complex numbers is: ";

70: cc. display(); // displaying the result

71: return 0;

72: }
```