#include<iostream>

#include<iomanip>

using namespace std;

class complex

{

public:

float real,img;

complex()

{

real=0;

img=0;

}

complex operator +(complex);

complex operator \*(complex);

friend ostream &operator <<(ostream &,complex &);

friend istream &operator >>(istream &,complex &);

};

istream &operator >>(istream &is,complex &obj)

{

is>>obj.real;

is>>obj.img;

return is;

}

ostream &operator <<(ostream &out,complex &obj)

{

out<<" "<<obj.real;

out<<"+"<<obj.img<<"i";

return out;

}

complex complex::operator+(complex obj)

{

complex temp;

temp.real=real+obj.real;

temp.img=img+obj.img;

return temp;

}

complex complex::operator\*(complex obj)

{

complex temp;

temp.real=real\*obj.real-img\*obj.img;

temp.img=img\*obj.real+real\*obj.img;

return temp;

}

int main()

{

complex a,b,c,d;

int ch;

cout<<"\n The first complex number is:";

cout<<"\nEnter real and img:";

cin>>a;

cout<<"\n The second complex number is:";

cout<<"\nEnter real and img:";

cin>>b;

do

{

cout<<"Enter Your Choice\n1.Adition\n2.Multiplication\n3.Exit\n";

cin>>ch;

switch(ch)

{

case 1:

c=a+b;

cout<<"\n Addition=";

cout<<c<<endl;

break;

case 2:

d=a\*b;

cout<<"\n Multiplication=";

cout<<d<<endl;

break;

}

}

while(ch!=3);

return 0;

}