**Program to implement constructor Overloading.**

**CODE:**

using System;

class Complex

{

public int real = 0;

public double imag = 0.0;

public Complex() { }

public Complex(int real)

{

this.real = real;

}

{

}

{

public Complex(double imag)

this.imag = imag;

public Complex(int r, double i)

this.real = r;

this.imag = i;

}

public Complex(double i, int r)

{

this.imag = i;

this.real = r;

public void display()

Console.WriteLine("Complex Number: " + real + " + " + imag + "i");

}

{

}

}

using System;

class Program

{

public static void Main(string[] args)

{

Complex c1 = new Complex();

c1.display();

Complex c2 = new Complex(5);

c2.display();

Complex c3 = new Complex(3.2);

c3.display();

Complex c4 = new Complex(4,7.8);

c4.display();

Complex c5 = new Complex(1.4, 6);

c5.display();

Console.ReadKey();

}

}