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oo0.cc
.....

#include<iostream>
using namespace std;

struct Cmpx
{
    double real;
    double img;
    Cmpx add(Cmpx x);
};

Cmpx Cmpx::add(Cmpx x)
{
    Cmpx tmp;
    tmp.real=x.real+real;
    tmp.img=x.img+img;
    return(tmp);
};

main()
{
    Cmpx a,b,c;
    a.real=1;
    b.real=3;
    a.img=5;
    a.img=7;

    c=b.add(a);

    cout << "("<< c.real << " + "<< c.img <<"i)\n";
}
.....
oo1.cc
.....
#include<iostream>
using namespace std;

struct Cmpx
{
    double real;
    double img;
    Cmpx();
    Cmpx(double r, double i);
    Cmpx add(Cmpx x);
};

Cmpx::Cmpx()
{
    real=0;
    img=0;
    cout << "Here I am!\n";
}

Cmpx Cmpx::add(Cmpx x)
{
    Cmpx tmp;
    tmp.real=x.real+real;
    tmp.img=x.img+img;
    return(tmp);
};
```

```
main()
{
    Cmpx a, b;
    cout << "X\n";
    Cmpx c;
    cout << "Y\n";
    a.real=1;
    b.real=3;
    a.img=5;
    b.img=7;

    c=b.add(a);

    cout << "("<< c.real << " + "<< c.img <<"i)\n";
}
:::
oo2.cc
:::
#include<iostream>
using namespace std;

struct Cmpx
{
    double real;
    double img;
    Cmpx();
    Cmpx(double r, double i);
    Cmpx add(Cmpx x);
};

Cmpx::Cmpx()
{
    real=0;
    img=0;
    cout << "Here I am!\n";
}

Cmpx::Cmpx(double r, double i)
{
    real=r;
    img=i;
    cout << "Here now!\n";
}

Cmpx Cmpx::add(Cmpx x)
{
    Cmpx tmp;
    tmp.real=x.real+real;
    tmp.img=x.img+img;
    return(tmp);
};

main()
{
    Cmpx a(1,5);
    Cmpx b(1,5);
    cout << "X\n";
    Cmpx c;
    cout << "Y\n";

    c=b.add(a);

    cout << "("<< c.real << " + "<< c.img <<"i)\n";
```

}