

```
/* Χειρισμός Μιγαδικών Αριθμών */
```

```
#include <stdio.h>
```

```
typedef struct cplx  
{  
    float re;  
    float im;  
} CPLX;
```

```
CPLX read();
```

```
void display(CPLX x);
```

```
CPLX add(CPLX x, CPLX y);
```

```
CPLX sub(CPLX x, CPLX y);
```

```
int main()  
{  
    CPLX x, y, result;  
  
    x=read();  
    display(x);  
  
    y=read();  
    display(y);  
  
    printf("Addition:\n");  
    result=add(x,y);  
    display(result);  
  
    printf("Subtraction:\n");  
    result=sub(x,y);  
    display(result);  
  
    return 0;  
}
```

```
CPLX read()  
{  
    CPLX result;
```

```
    printf("Give values of complex number: ");
    scanf("%f%f", &result.re, &result.im);
    return result;
}

void display(CPLX x)
{
    printf("The number is: %.2f+%.2f*i\n", x.re, x.im );
    return;
}

CPLX add(CPLX x, CPLX y)
{
    CPLX result;
    result.re=x.re+y.re;
    result.im=x.im+y.im;
    return result;
}

CPLX sub(CPLX x, CPLX y)
{
    CPLX result;
    result.re=x.re-y.re;
    result.im=x.im-y.im;
    return result;
}
```