1. Define a class `Fraction` with two public attribute **`NUMERATOR`** and **`DENOMINATOR`.**

2. Define a member function `void printFraction()` that will print the Fraction number in NUMERATOR/DENOMINATOR format (ex. 2/3 , 4/5)

3. Define a member function `Fraction addFraction(Fraction a)` that will return another fraction that is sum of fraction a and the caller Fraction.

   (3/5, 5/10) → (3*10+5*5)/50 → 55/50 [no need to think of reduced form]

4. Define a member function `Fraction divFraction(int n)` that will return the fraction after dividing the caller Fraction by n.

   (2/4, 2) → (2/8) [no need to think of reduced form]

5. Define a class `Point` with two private attribute x & y, where both are Fraction.

6. Define a class `Line` with two public attribute start & end, where both are Point.

7. Define a function `Point midPoint()` that will return mid point of the caller line. Use the functions you defined in step 2 & 3.

8. Define a member function `int contains(Point p)`, check if Point p is on the caller Line or not.

9. Define a member function `Point intersection(Line l)`, that return the intersecting point.