

The application will:

- Ask the user if they want to use randomly generated fractions or enter up to two of their own
- Display a Fraction, ask the user to reduce the Fraction, then give an appropriate message of “Correct Reduction”, “Incorrect Reduction”, or “Incorrect Reduction, but Equivalent”.
- Display two fractions and ask what the result would be of adding, subtracting, multiplying, or dividing them.
- Ask the user to check how one fraction is relative to another. >, <, >=, <=, ==, !=.
- Ask the user to add one or subtract one to a fraction.

The application will have the following functions:

```
//*****
//Function Name: clear_screen
//Description: clears the console window, found it online because
//      using system("cls") is a no-no
//Return Value: n/a
//Incoming Parameters: n/a
//Outgoing Parameters: n/a
https://stackoverflow.com/questions/5866529/how-do-we-clear-the-console-in-assembly/5866648#5866648
//*****
5 minutes

//*****
//Function Name: displayMenu
//Description: displays a menu for the user to make a selection
//Return Value: int
//Incoming Parameters: vector
//Outgoing Parameters: int
//*****
10 minutes

//*****
//Function Name: menuSelectionChecker
//Description: checks for valid selection
//Return Value: n/a
//Incoming Parameters: vector, int
//Outgoing Parameters: n/a
//*****
5 minutes
```

```
//*****  
  
//Function Name: generateRandomFraction  
//Description: returns a randomly generated fraction  
//Return Value: Fraction  
//Incoming Parameters: n/a  
//Outgoing Parameters: Fraction  
//*****  
5 minutes
```

```
//*****  
//Function Name: getUserFractions  
//Description: asks the user for fractions  
//Return Value: n/a  
//Incoming Parameters: Fraction&  
//Outgoing Parameters: Fraction  
//*****  
5 minutes
```

```
//*****  
//Function Name: doMath  
//Description: asks the user what type of math they want to do  
//      and asks them to do it  
//Return Value: Fraction  
//Incoming Parameters: Fraction  
//Outgoing Parameters: Fraction  
//*****  
30 minutes
```

```
//*****  
//Function Name: compareFractions  
//Description: asks the user to determine if a fraction is  
//      >, <, >=, <=, ==, or != another fraction.  
//Return Value: n/a  
//Incoming Parameters: Fraction  
//Outgoing Parameters: n/a  
//*****  
30 minutes
```

```

//*****
//Function Name: reductionPractice
//Description: asks the user for the reduced form, if one exists of
//      fraction(s)
//Return Value: n/a
//Incoming Parameters: Fraction
//Outgoing Parameters: n/a
//*****
20 minutes

```

The menu will consist of a question and number options for the user to choose from where they enter 1, 2, etc. to make a selection.

```

Your fractions are:
1/94
10/36

Please select an option below:
0. Exit
1. Add/Subtract/Multiply/Divide/Increment/Decrement fractions.
2. Compare two fractions.
3. Practice fraction reduction.
4. Choose new fractions

```

Test Case:	Result Expected:	Result Received:	Date/Time Tested:
$3/4 + 4/3$	$25/12$	$25/12$	2021-10-04 8:30 p.m.
$5/8 > 17/4$	False		
$12/7++$	$19/7$		