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//Luis Ortiz Baca
//Danny Vu
#pragma once
#ifndef FRACTION_H
#define FRACTION_H

class Fraction

{

    // Data members

private:

    int numer;
    int denom;
    // Public member functions

public:

    // Constructors

    Fraction(int num, int den);

    Fraction();

    Fraction(const Fraction& fract);

    ~Fraction();

    // Accessors

    int getNumer() const;

    int getDenom() const;

    void print() const;
```

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// Mutators

void setNumer(int num);

void setDenom(int den);


// Helping private member functions

private:

    void normalize();

    int gcd(int n, int m);

};
#endif // !Fraction
```