UML Diagram for fractionType

Shows Operator Overloading

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| fractionType |
| -numerator: int |
| -denominator: int |
| +operator<<(ostream&, const fractionType&): ostream& |
| +operator>>(istream&, fractionType&): istream& |
| +setFraction(int, int): void |
| +operator+(const fractionType&) const: fractionType |
| +operator-(const fractionType&) const: fractionType |
| +operator\*(const fractionType&) const: fractionType |
| +operator/(const fractionType&) const: fractionType |
| +operator==(const fractionType&) const: bool |
| +operator!=(const fractionType&) const: bool |
| +operator<=(const fractionType&) const: bool |
| +operator<(const fractionType&) const: bool |
| +operator>=(const fractionType&) const: bool |
| +operator>(const fractionType&) const: bool |