

## TASK 1:

Make a class sterling that have following data members

- pounds (type long)
- shillings (type int)
- pence (type int) data items.

Create the following member functions:

- no-argument constructor
- one-argument constructor, taking type double (for converting from decimal pounds)
- three-argument constructor, taking pounds, shillings, and pence
- getSterling() to get an amount in pounds, shillings, and pence from the user, format £9.19.11
- putSterling() to display an amount in pounds, shillings, and pence, format £9.19.11
- addition (sterling + sterling) using overloaded + operator
- subtraction (sterling - sterling) using overloaded - operator
- multiplication (sterling \* double) using overloaded \* operator
- division (sterling / sterling) using overloaded / operator
- division (sterling / double) using overloaded / operator
- operator double (to convert to double)

To perform arithmetic, you could (for example) add each object's data separately: Add the pence, carry, add the shillings and so on.

## TASK 2:

Create a class stat that have two data members.

- Int size
- Int \*array;

Create the following member functions:

- Default constructor
- Getter
- Setter
- Friend function median(stat obj)

Your task is to find median and return it.