Define Class **Duration**

To include Three Attributes (**Hours**, **Minutes**, **Seconds**)

Implement setters and getters

Output from **print** Should follow this pattern

Hours: 1, Minutes :30, Seconds :20

Support All Required Constructors to Produce this output

Duration D =new Duration (1,10,15);

D.print();

Output: Hours: 1, Minutes :10 , Seconds :15

Duration D1 =new Duration (3600);

D1. print ();

Output: Hours: 1, Minutes :0 , Seconds :0

Duration D2 =new Duration (7800);

D2. print();

Output: Hours: 2, Minutes :10 , Seconds :0

Duration D3 =new Duration (666);

D3. print ();

Output: Minutes :11 , Seconds :6

**Implement All required Operators overloading’s to enable this Code**

D3=D1+D2

D3=D1 + 7800

D3=666+D3

D3=D1++ (Increase One Minute)

D3 =--D2; (Decrease One Minute)

If ( D1>D2);

If ( D1<=D2);

Define class string , includes dynamic array of character

Allow the following

* String s1;// the size of array is 10;
* String s2(30);//the size of the array is 30
* String s3(“ahmed”);/ the size of the array is greater than length of ahmed by 10 and initialize array with ahmed.
* Allow setter , to set value of the array( note the size ).
* Allow getter
* Copy ctor
* destructor
* Overload = operator
* Overload + operator

Complete fraction class

* Simplify
* Overload - , \* , / , ++ , -- , cast to float;

Menu class