

# Namespace FractionLib

## Structs

[Fraction](#)

Обыкновенная дробь

# Struct Fraction

Namespace: [FractionLib](#)

Assembly: FractionLib.dll

Обыкновенная дробь

```
public readonly struct Fraction : IEquatable<Fraction>
```

## Implements

[IEquatable](#)  <[Fraction](#)>

## Inherited Members

[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) 

# Constructors

## Fraction(int, int)

Конструктор, с автоматическим упрощением

```
public Fraction(int numerator, int denominator)
```

## Parameters

**numerator** [int](#) 

числитель

**denominator** [int](#) 

знаменатель

## Exceptions

[DivideByZeroException](#) 

Знаменатель равен нулю

# Properties

## Denominator

Знаменатель

```
public int Denominator { get; }
```

Property Value

[int](#)

## Numerator

Числитель

```
public int Numerator { get; }
```

Property Value

[int](#)

# Methods

## Equals(Fraction)

Indicates whether the current object is equal to another object of the same type.

```
public bool Equals(Fraction other)
```

Parameters

**other** [Fraction](#)

An object to compare with this object.

Returns

[bool](#)

[true](#) if the current object is equal to the `other` parameter; otherwise, [false](#).

## Equals(object?)

Indicates whether this instance and a specified object are equal.

```
public override bool Equals(object? obj)
```

### Parameters

`obj` [object](#)

The object to compare with the current instance.

### Returns

[bool](#)

[true](#) if `obj` and this instance are the same type and represent the same value; otherwise, [false](#).

## GetHashCode()

Returns the hash code for this instance.

```
public override int GetHashCode()
```

### Returns

[int](#)

A 32-bit signed integer that is the hash code for this instance.

## ToDouble()

```
public double ToDouble()
```

Returns

[double](#)

## ToString()

Returns the fully qualified type name of this instance.

```
public override string ToString()
```

Returns

[string](#)

The fully qualified type name.

## Operators

### operator +(Fraction, Fraction)

```
public static Fraction operator +(Fraction a, Fraction b)
```

Parameters

**a** [Fraction](#)

**b** [Fraction](#)

Returns

[Fraction](#)

### operator /(Fraction, Fraction)

```
public static Fraction operator /(Fraction a, Fraction b)
```

Parameters

a [Fraction](#)

b [Fraction](#)

Returns

[Fraction](#)

## operator \*(Fraction, Fraction)

```
public static Fraction operator *(Fraction a, Fraction b)
```

Parameters

a [Fraction](#)

b [Fraction](#)

Returns

[Fraction](#)

## operator -(Fraction, Fraction)

```
public static Fraction operator -(Fraction a, Fraction b)
```

Parameters

a [Fraction](#)

b [Fraction](#)

Returns

[Fraction](#)