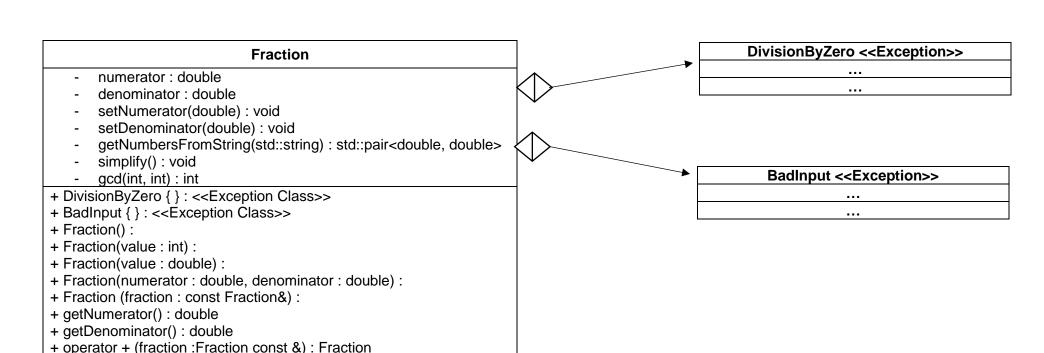
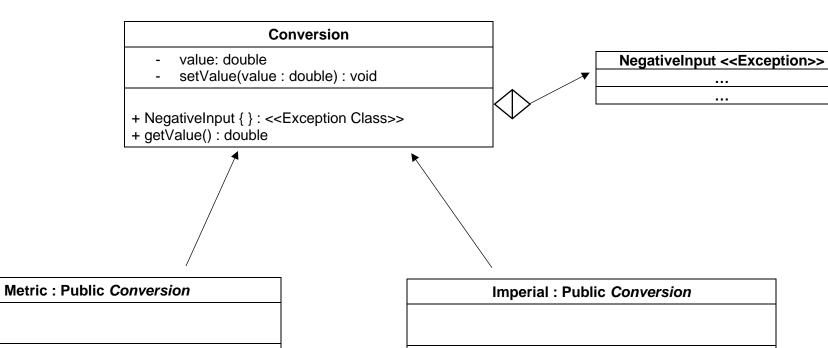
SCALING AND CONVERSION SYSTEM UML



+ operator - (fraction :Fraction const &) : Fraction + operator / (fraction :Fraction const &) : Fraction + operator * (fraction :Fraction const &) : Fraction

+ operator >> (in : std::istream&, fraction : Fraction&) : std::istream& + operator << (os : std::ostream&, fraction : Fraction&) : std::ostream&



- + Metric()
- + Metric(value : int)
- + Metric(value : double)
- + ounceToMilligrams(): double
- + ounceToGrams() : double
- + poundsToKilograms(): double
- + inchToMillimeters() : double
- + inchToCentimeters(): double
- + inchToMeters() : double
- + feetToMeters() : double
- + yardsToMeters(): double
- + yardsToKilometers() : double
- + milesToKilometers(): double

- + Imperial()
- +Imperial(value: int)
- +Imperial(value: int)
- + milligramsToOunce() : double
- + gramsToOunce(): double
- + kilogramsToPounds (): double
- + millimetersToInch () : double
- + centimetersToInch (): double
- + metersToInch (): double
- + metersToFeet () : double
- + metersToYard () : double
- + kilometersToYards (): double
- + kilometersToMiles () : double