# Lab: Objects and Classes Advanced

## Rolling Sticks

You are given code that animates sticks:

* Represented on a line on the console
* "roll" by changing their symbol and position on the line
* Symbols: start from **\_**, then **\**, then **|**, then **/** and back to **\_**
* Position starts from **0**. When symbol becomes **|** – move to next

The code already does the animation, you need to implement a **Stick** class that keeps and updates the state of a **Stick**. Implement the code in a **Stick.h** file **include**d by the **RollingSticksMain.cpp** file.

## Fraction Class

Expand the Fraction class from the last examples:

* Equality comparison
* Addition and subtraction
* Direct **cout** usage
* Direct **cin** usage
* Automatically reduce (2/4 should initialize as 1/2)
* **operator++** incrementation by 1