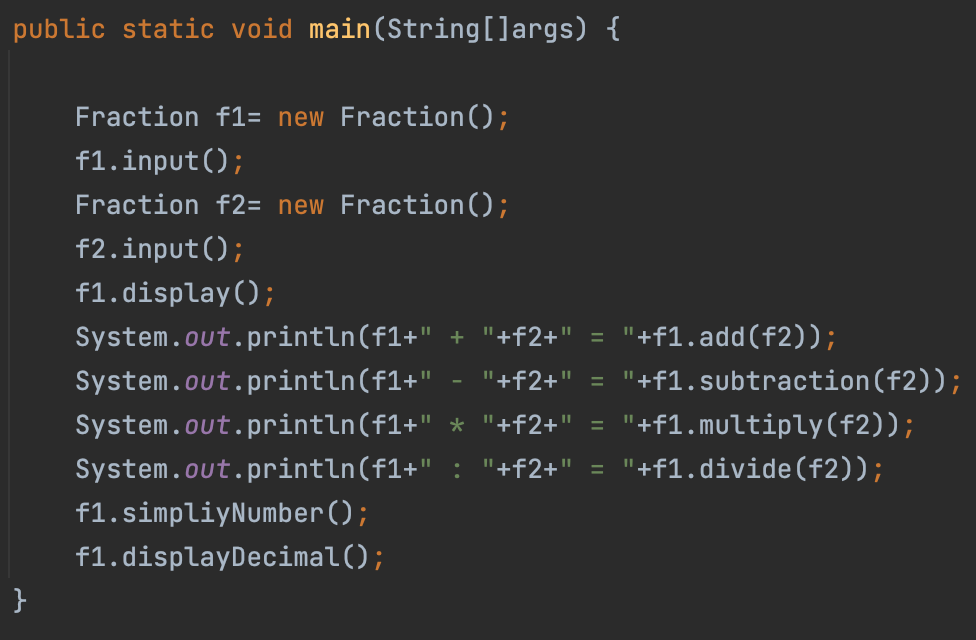
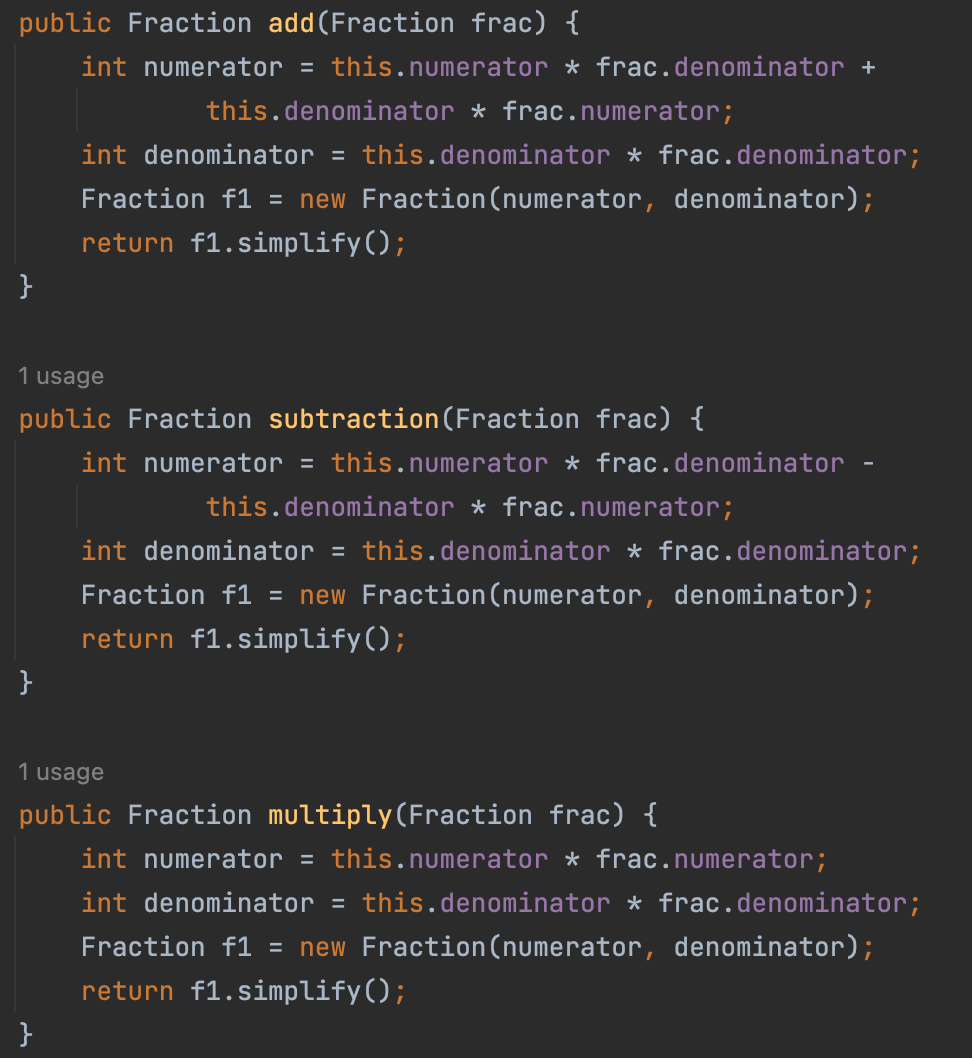
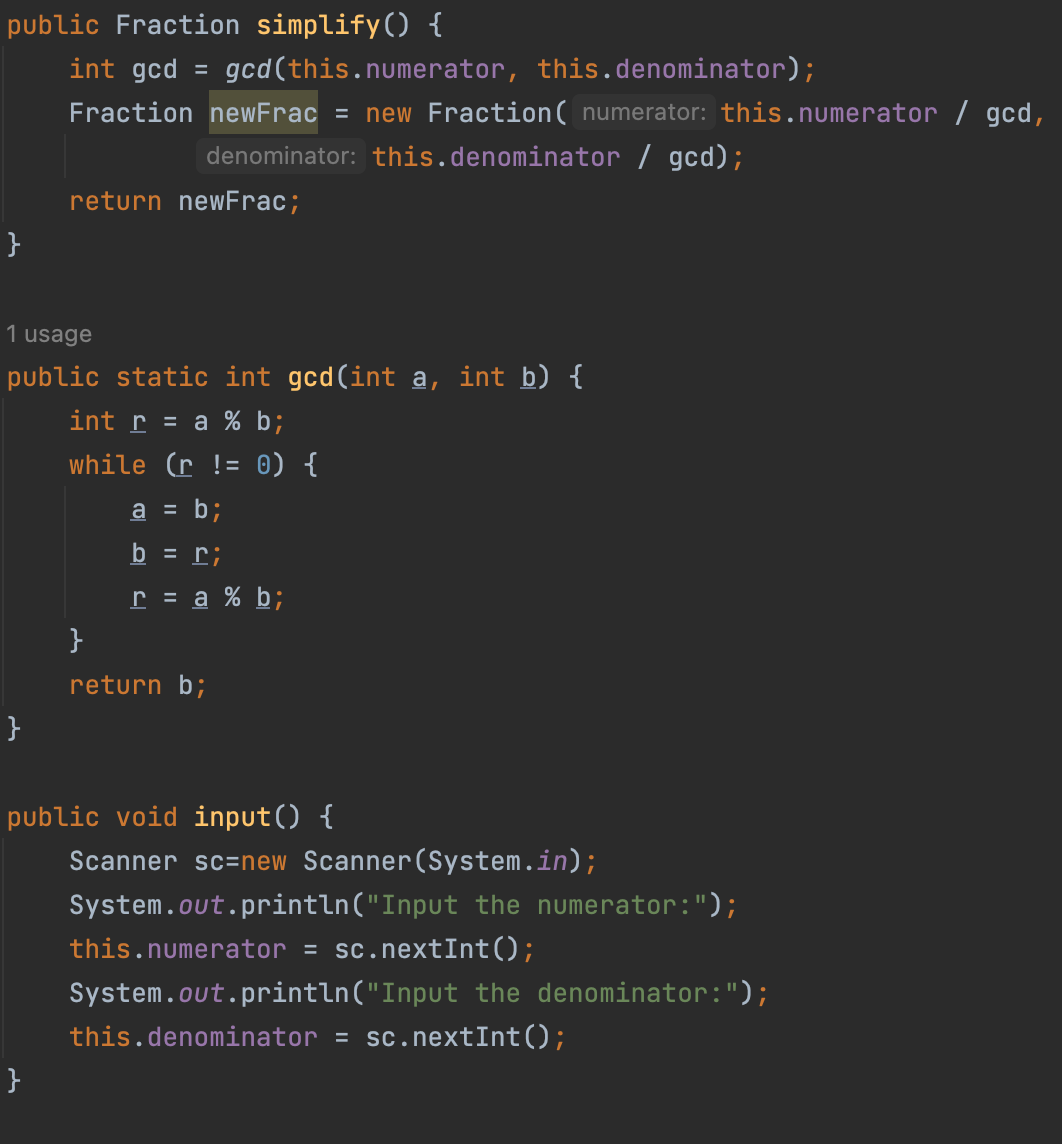
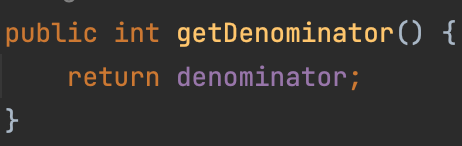
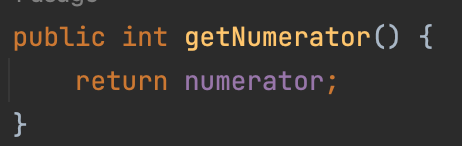
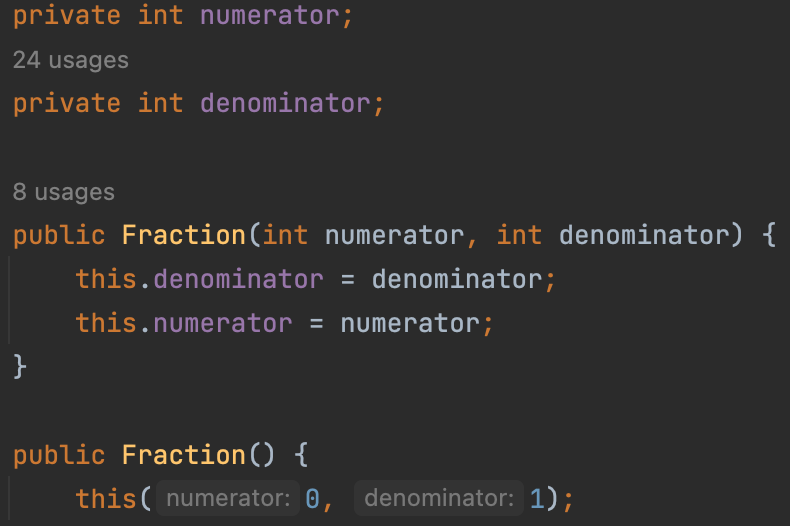
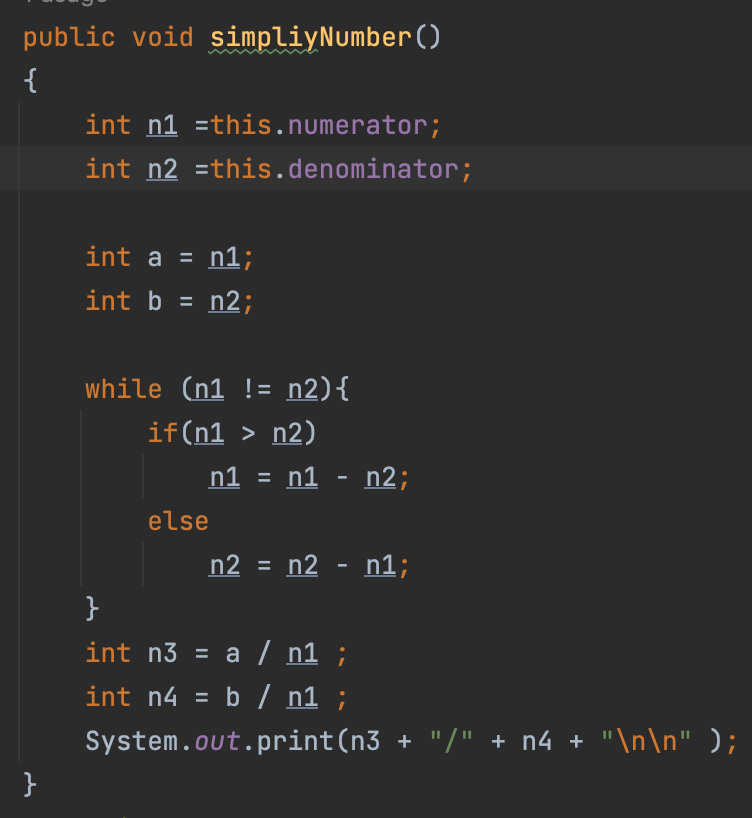
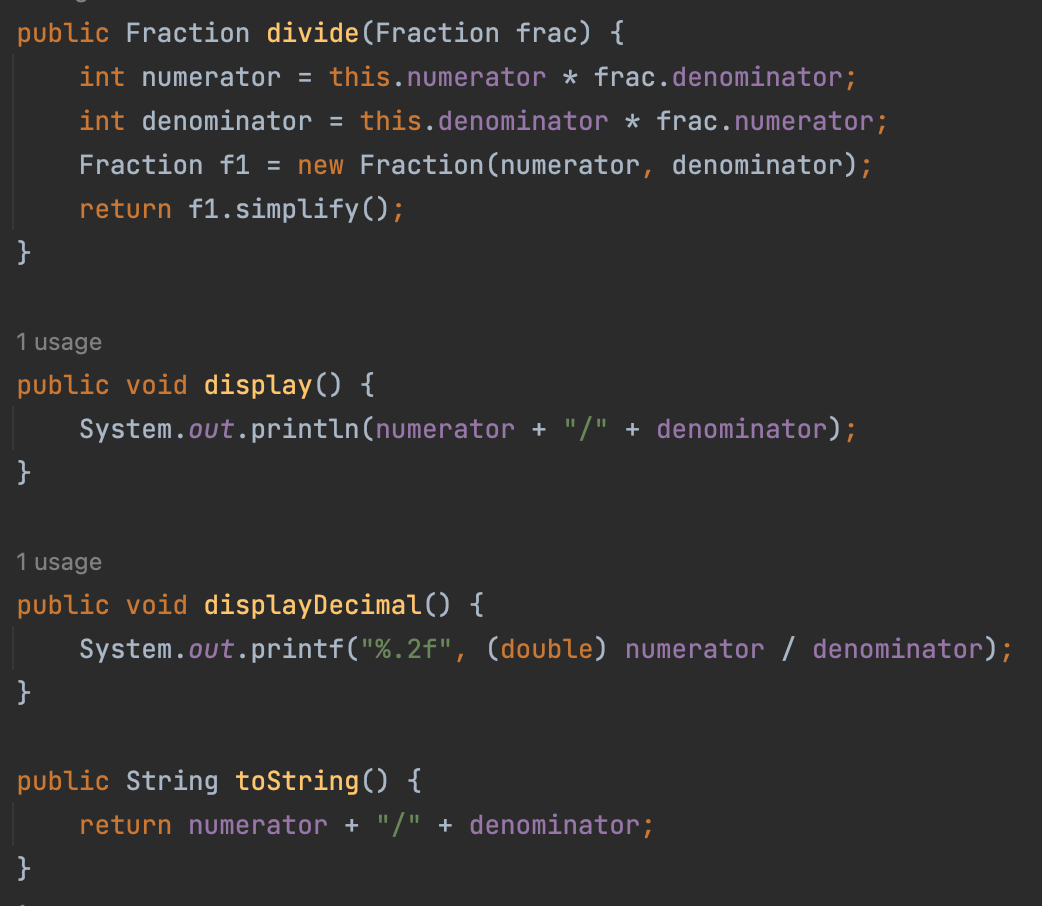
1. Create a class called Fraction to perform arithmetic operations with fractional numbers.

Code

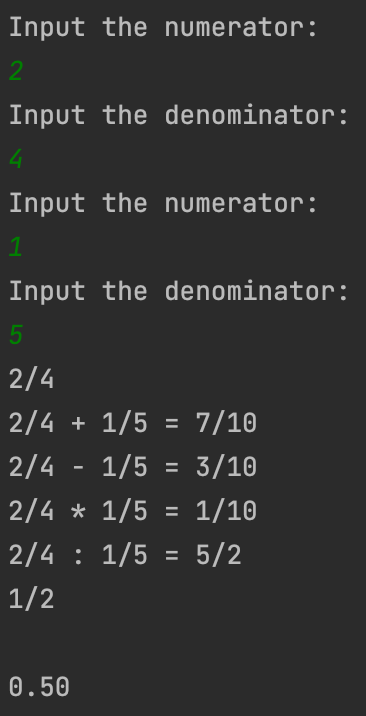
FractionObject.java



Fraction.java

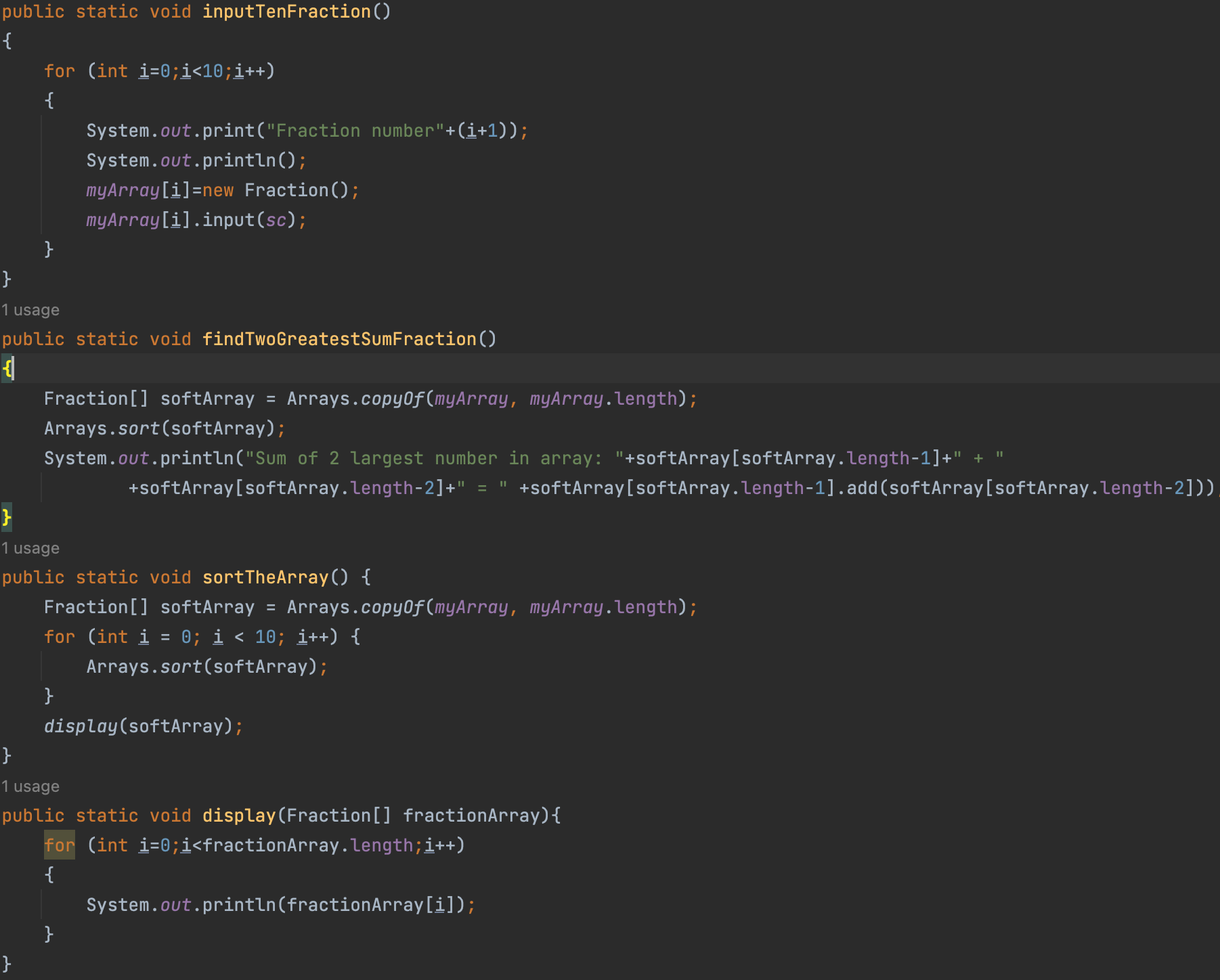
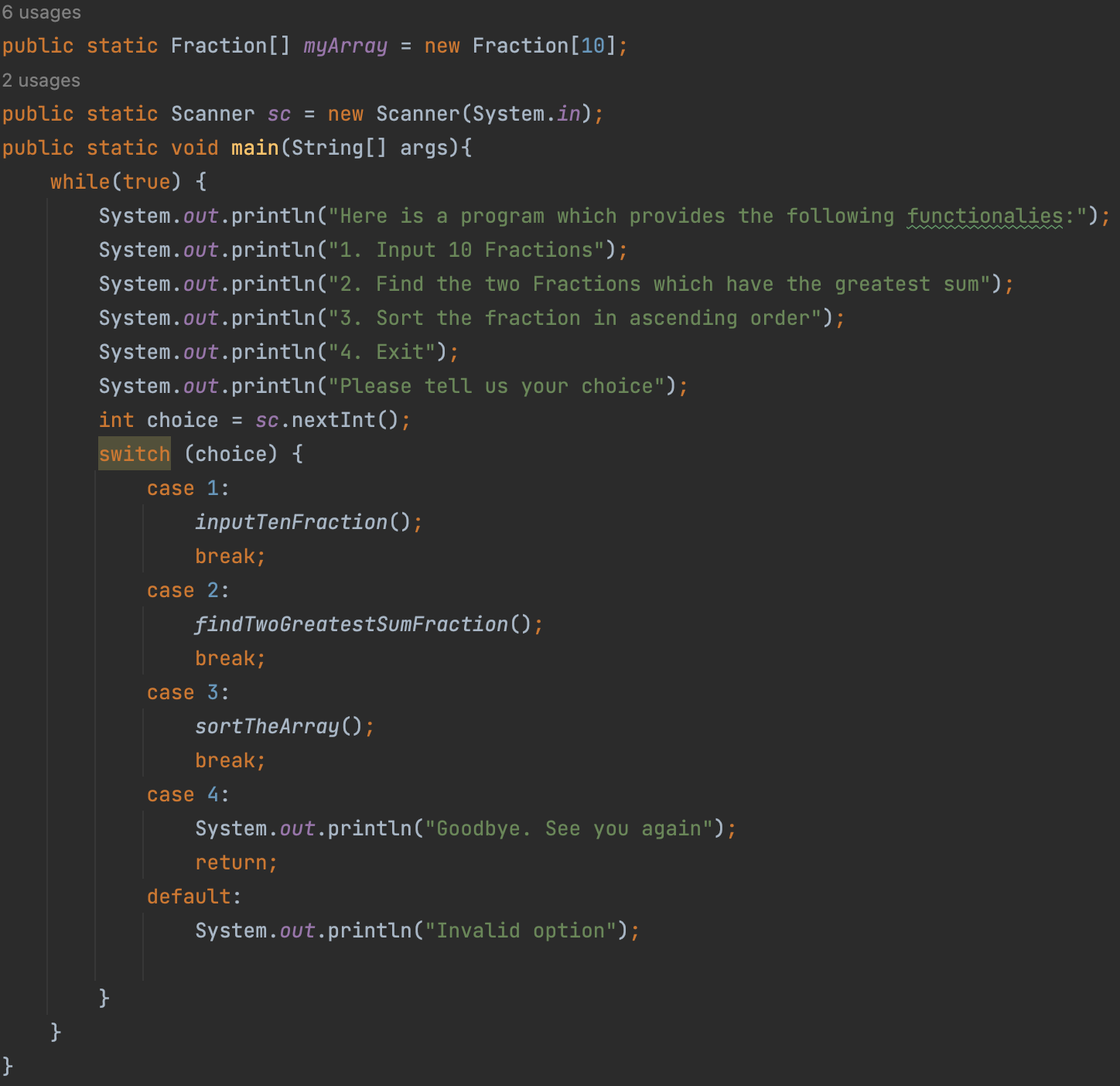


Result

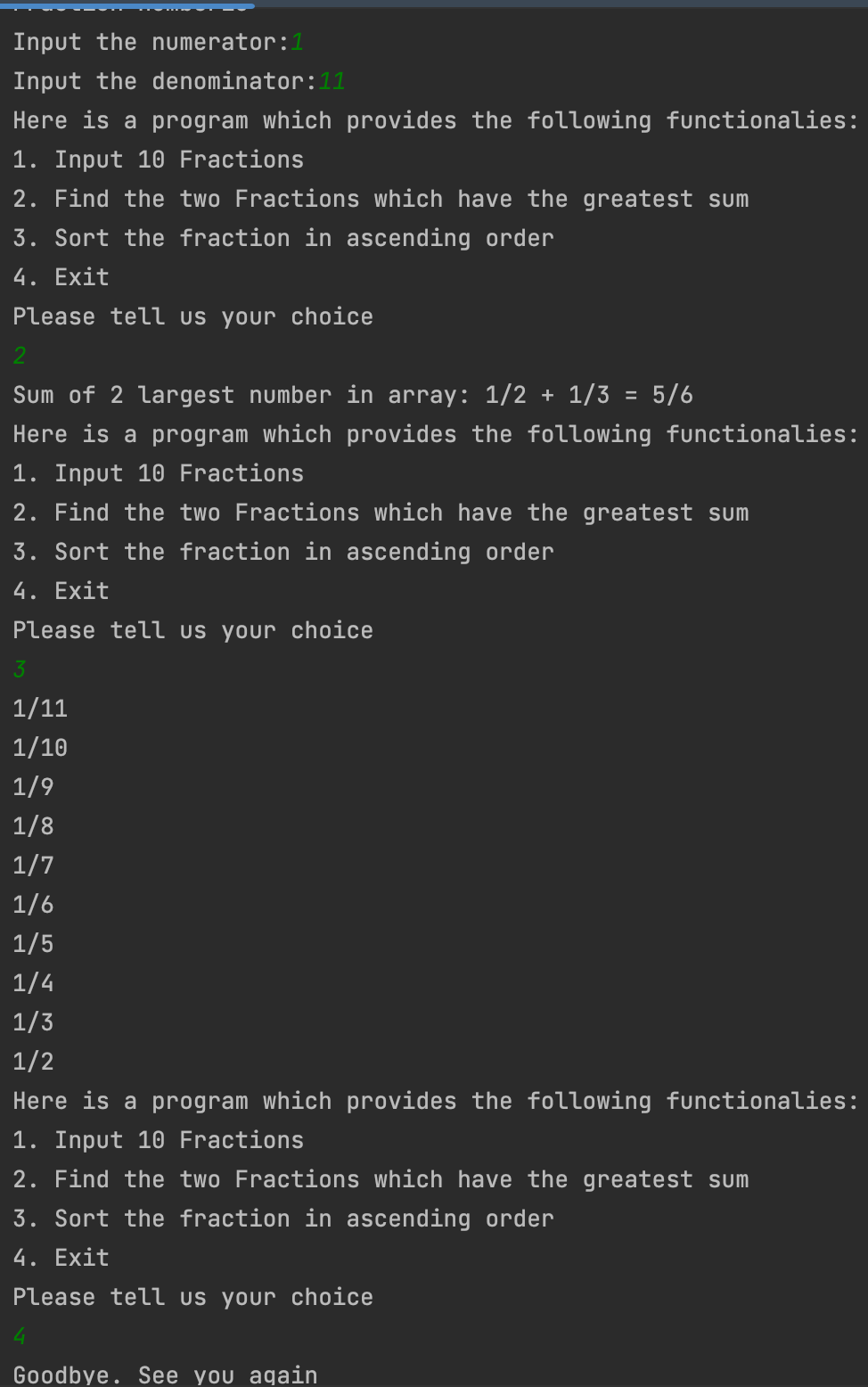
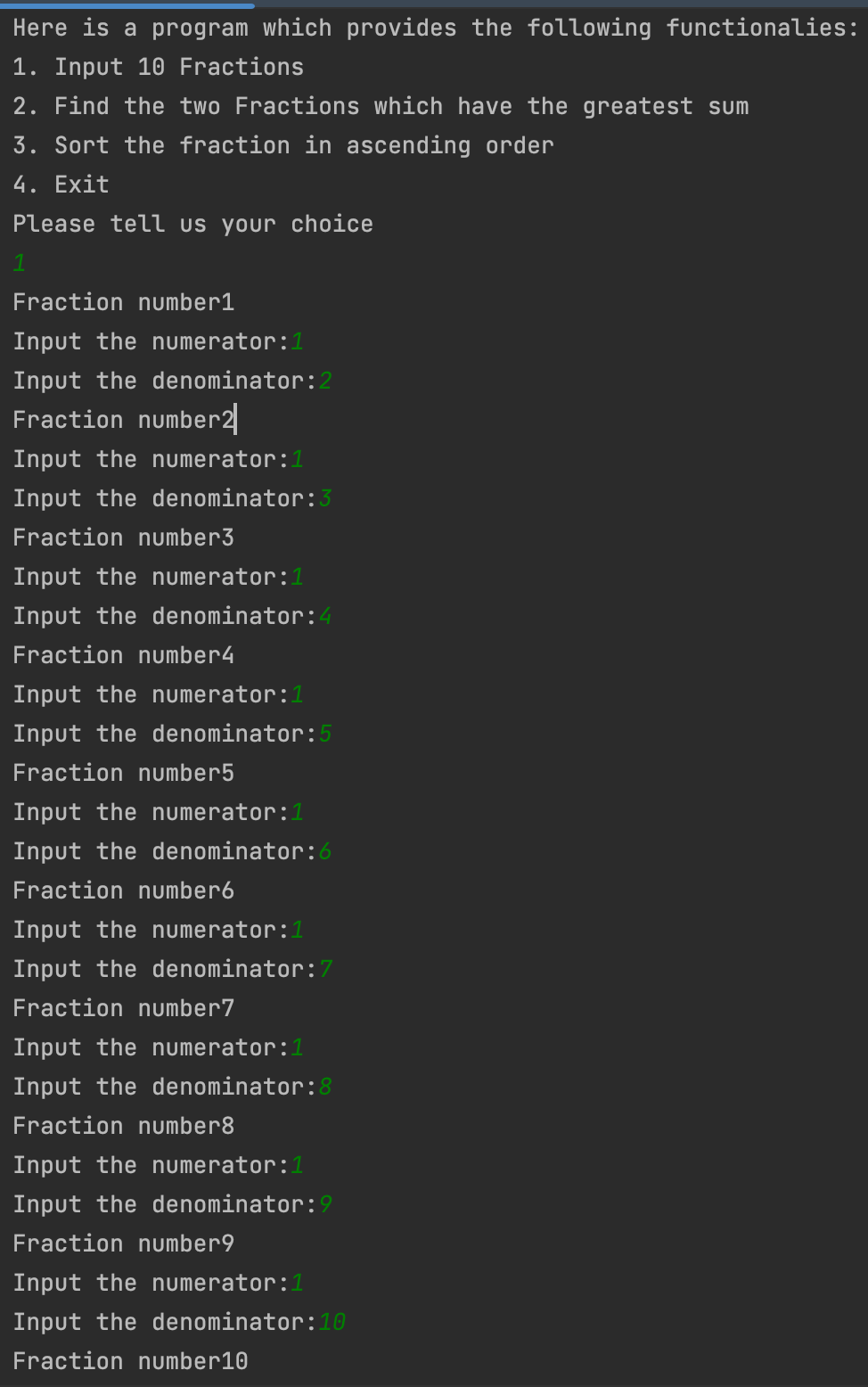


2. Using the Fraction class of exercise 1. create the class ArrayOfFractions which provides methods to:

Code

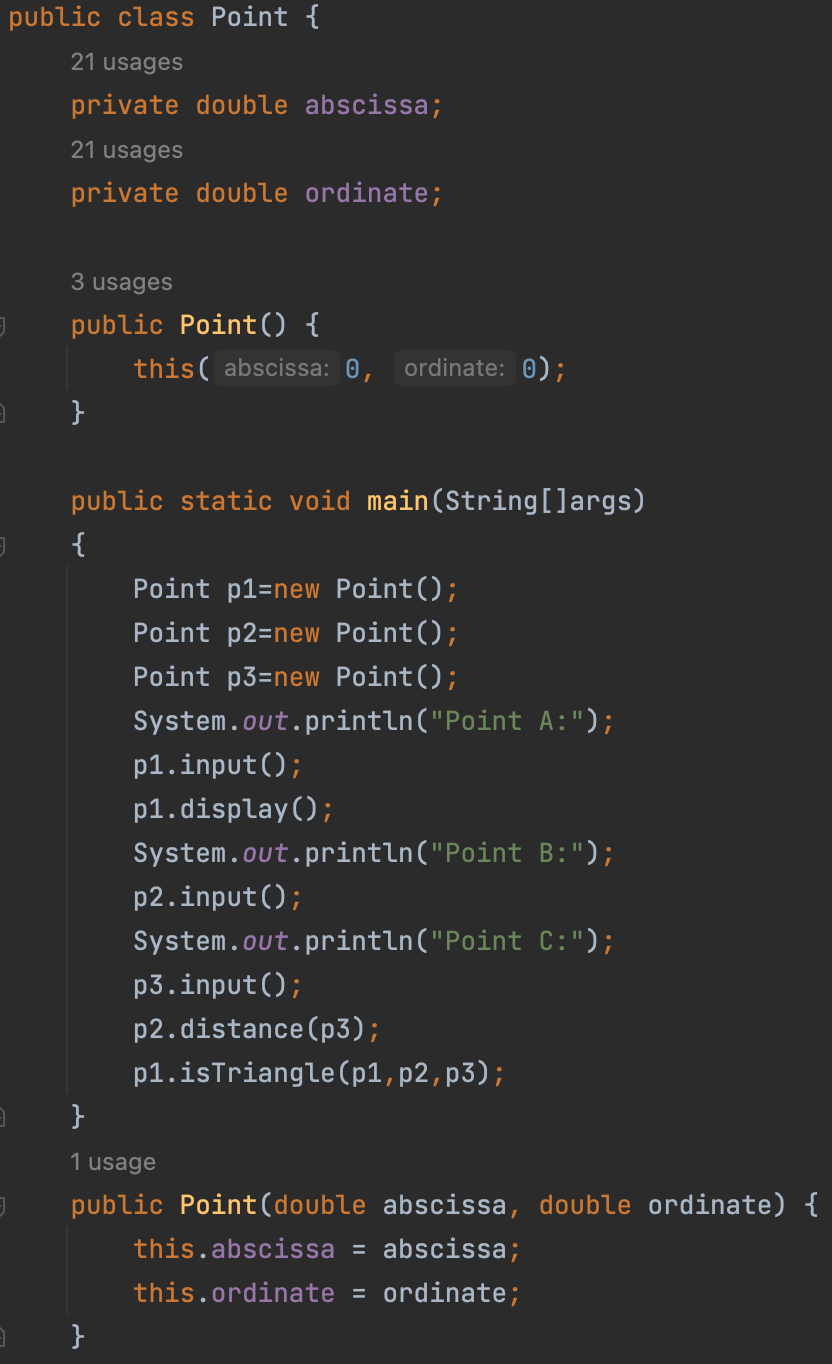


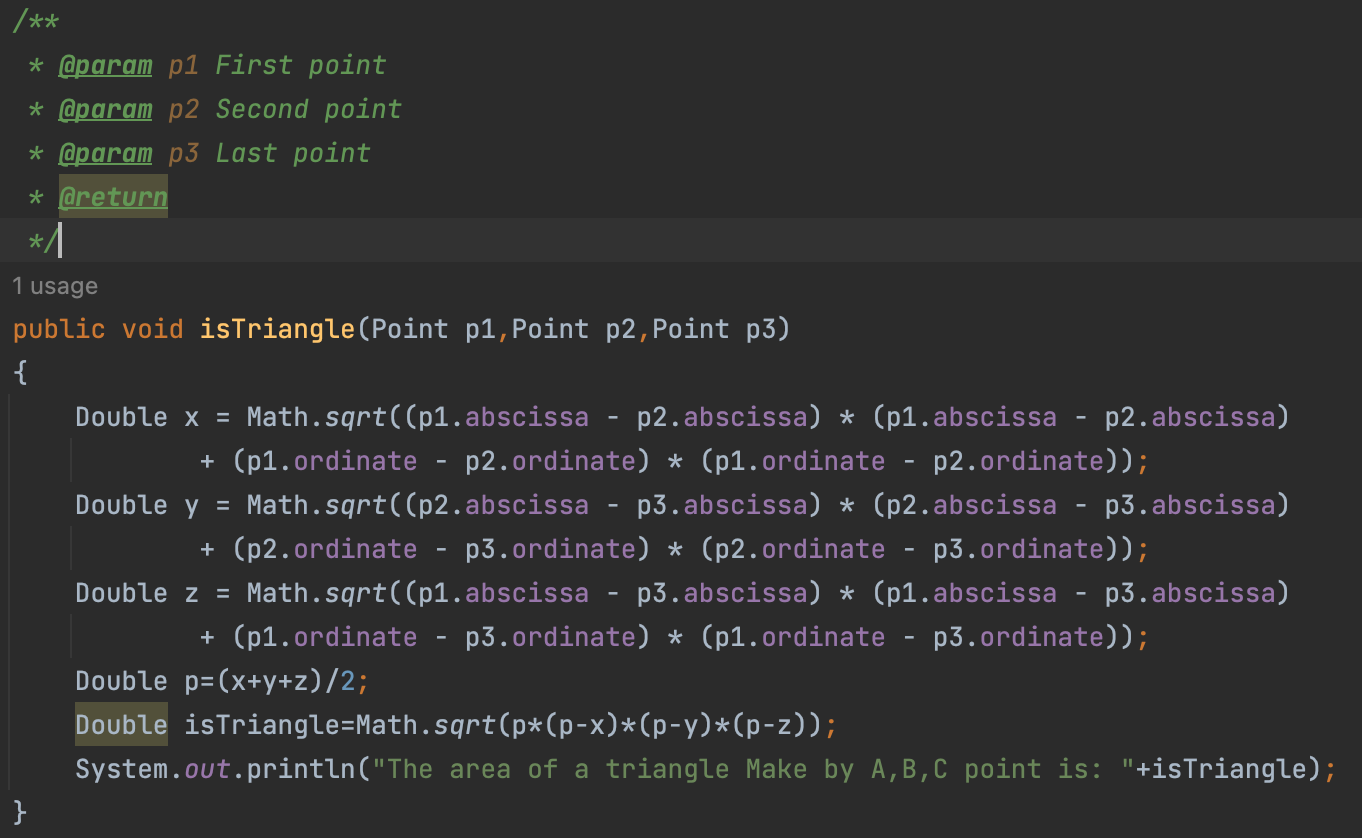
Result



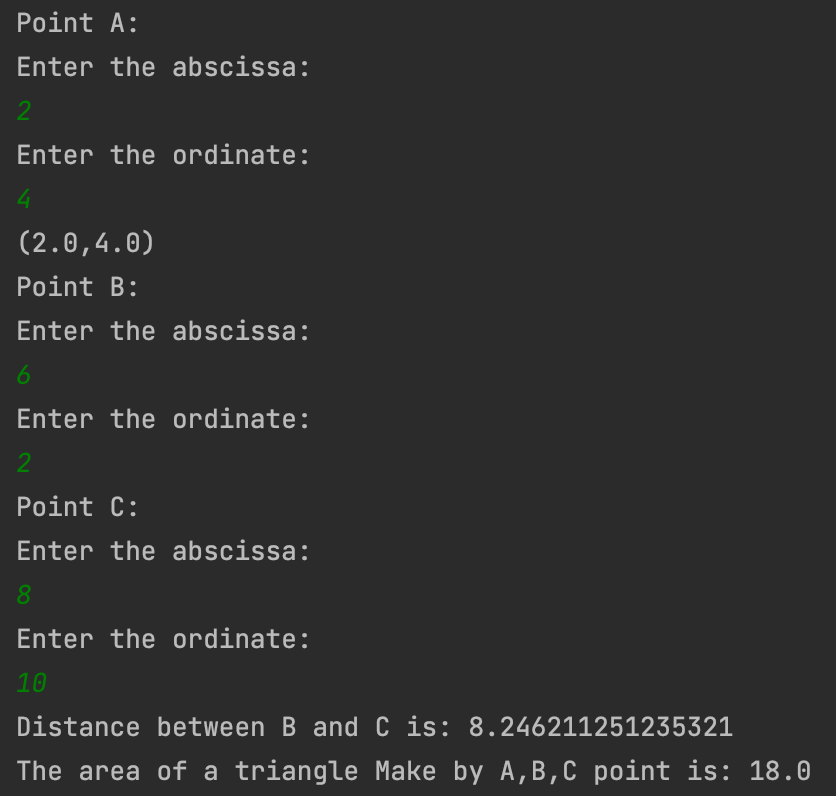
3. Creating a class called Point that has two fields: the abscissa and the ordinate.

Code



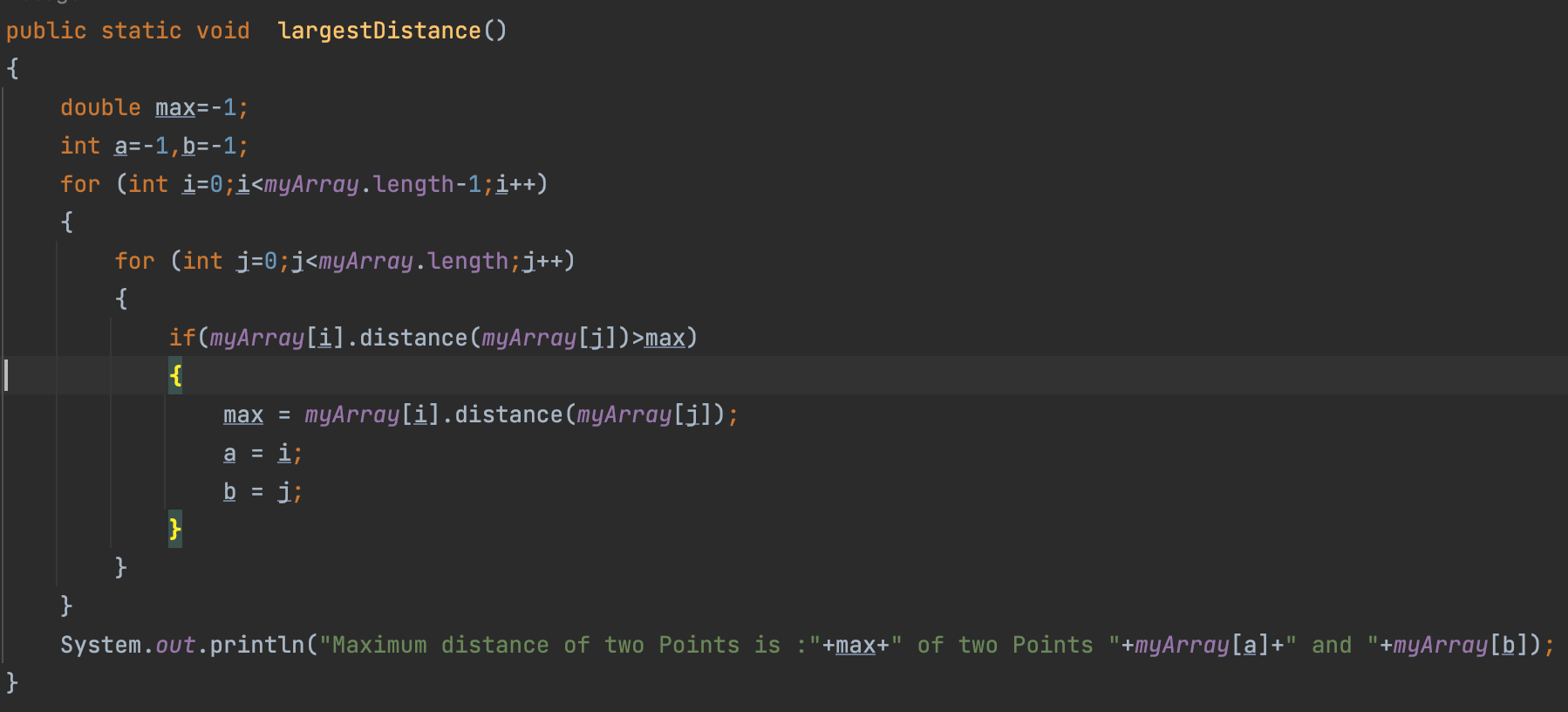
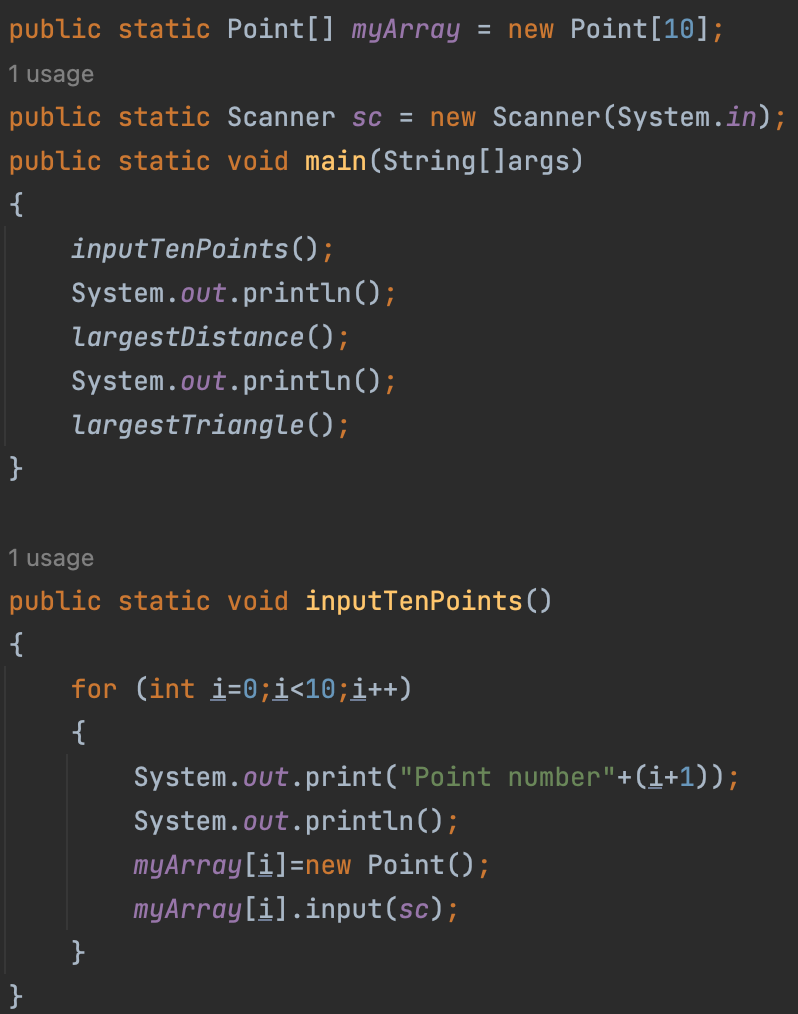


Result



4.Use the Point class of exercise 3 to create the class ArrayOfPoints which provides methods to

Code



Result

