

Filename: wk3_fractionStruct_pwiese.cpp

Objective: Demonstrate use of the definition and use of a struct to represent a fraction.

Specifications:

Define a data type to represent a fraction, named Fraction. The data type should have member variables for the numerator and denominator.

Write a program that uses the Fraction data type to let the user input a numerator and a denominator. Include input validation that precludes the user from having a denominator of value 0.

Output should show the Fraction as a fraction (like 3/5) and show the decimal equivalent (0.6).

The program should let the user repeat the program as many times as desired.

Your program should have separate functions to...

- input the Fraction values (passing a Fraction by reference)
- validate the denominator (passing just the denominator)
- compute the decimal equivalent (passing a const Fraction and a float by reference)
- obtain the indication from the user that the program should repeat
- output the Fraction and the decimal equivalent (const parameters)