public class Fraction

{

private int numer;

private int denom;

// ACCESSORS...

// MUTATORS ...

// DEFAULT CONSTRUCTOR - no args passed in

public Fraction( )

{

this( 0, 1 ); // this means call a fellow constructor

}

// 1 arg CONSTRUCTOR - 1 arg passed in

// assume user wants whole number

public Fraction( int n )

{

this( n, 1 ); // this means call a fellow constructor

}

// FULL CONSTRUCTOR - an arg for each class data member

public Fraction( int n, int d )

{

setNumer(n);

setDenom(d);

}

...

...

}// EOF