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/*This programme defines a class "ratio" and defines the output stream for its objects*/

#include <iostream>
using namespace std;


class Ratio {

private:
        int num, denom;

public:
        Ratio(int n, int d) { num = n; denom = d; }

        // Reference is used to make sure that the output stream is continuous ( takes the
ostream& input, add a to it, and that is the ostream& output)
        friend ostream& operator<<(ostream& ostr, Ratio a);
};


ostream& operator<<(ostream& ostr, Ratio a)
{
        return ostr << a.num << '/' << a.denom;
};

void main() {

        Ratio x(1, 2);

        cout << x << endl; // You can't use this line without overloading the << operator

        system("pause");
};
```