

## Classes and Objects 2

Continue from the `Fraction` class

1. Insert the constructors with the following specifications to the `Fraction` class:
  - a) create an object given the numerator and denominator
  - b) create an object which is a duplication of the given `Fraction` object
  - c) create an object that is equivalent to the given double number. For example, 0.98 is  $\frac{98}{100}$ , 8.343 is  $\frac{8343}{1000}$ . The object created does not have to be in reduced form. (It can be reduced by the `reduce` method after its creation)
2. Write the accessor method for the `num` and `den` field.
3. Write the mutator method that modifies both the `num` and `den` fields.