

```
1  #pragma once
2  class RatNum {
3      friend RatNum operator *(RatNum x, RatNum y);
4      friend RatNum operator /(RatNum x, RatNum y);
5      friend RatNum operator +(RatNum x, RatNum y);
6      friend RatNum operator -(RatNum x, RatNum y);
7      friend istream& operator >>(istream& insert, RatNum& number);
8      friend ostream& operator <<(ostream& output, RatNum number);
9      public:
10         RatNum();
11         RatNum(int, int);
12         void printvalues(ofstream &outf);
13         int getnum();
14         int getden();
15         void setnum(int);
16         void setden(int);
17         void reduceme();
18     private:
19         int num;
20         int den;
21 };
22 RatNum operator *(RatNum x, RatNum y);
23 RatNum operator /(RatNum x, RatNum y);
24 RatNum operator +(RatNum x, RatNum y);
25 RatNum operator -(RatNum x, RatNum y);
26 istream& operator >>(istream& insert, RatNum& number);
27 ostream& operator <<(ostream& output, RatNum number);
28
```