**Programming Challenges﻿**

1. **FeetInches Modification**

Modify the FeetInches class so it overloads the following operators:

<=

>=

!=

Demonstrate the class’s capabilities in a simple program.

1. **FeetInches Class Copy Constructor and multiply Function**

Add a copy constructor to the FeetInches class. This constructor should accept a FeetInches object as an argument. The constructor should assign to the feet attribute the value in the argument’s feet attribute, and assign to the inches attribute the value in the argument’s inches attribute. As a result, the new object will be a copy of the argument object.

Next, add a multiply member function to the FeetInches class. The multiply function should accept a FeetInches object as an argument. The argument object’s feet and inches attributes will be multiplied by the calling object’s feet and inches attributes, and a FeetInches object containing the result will be returned.

1. **LandTract Class**

Make a LandTract class that is composed of two FeetInches objects: one for the tract’s length, and one for the width. The class should have a member function that returns the tract’s area. Demonstrate the class in a program that asks the user to enter the dimensions for two tracts of land. The program should display the area of each tract of land, and indicate whether the tracts are of equal size.