

Create a structure to store the integer parts of a Fraction. Write a main function in which you create 3 Fraction objects. Prompt the user for values for each field of the first 2 Fractions. The add statements to main to do the following:

- Display the floating-point equivalent of each Fraction object. For example, the floating-point equivalent of $\frac{1}{4}$ is 0.25
- Calculate the third Fraction to be the sum of the 2 entered Fractions. To sum fractions, you must find a common denominator. You can do this by multiplying each operand Fraction's numerator and denominator by the denominator of the other Fraction, use the common denominators, and adding the numerators. For example, to create Fraction that is the sum of $\frac{2}{5} + \frac{1}{6}$, you do the following:
 - Multiply the numerator and denominator of $\frac{2}{5}$ by the denominator of the second Fraction, 6, giving $\frac{12}{30}$
 - Multiply the numerator and denominator of $\frac{1}{6}$ by the denominator of the first Fraction, 5, giving $\frac{5}{30}$
 - Add the numerators and use the common denominator, giving $\frac{17}{30}$
- Display the result. You do not need to reduce an improper Fraction result. For example when you add $\frac{1}{2}$ and $\frac{1}{4}$, the result can be displayed as $\frac{6}{8}$ instead of being reduced to $\frac{3}{4}$.