There are two classes namely Point and Line.
Point class has two private members to represent a point on 2d Cartesian plane.
Line class has two private members, which are two point objects to represent a line segment with two end points.

```cpp
class Point{
        private:
            double x;
            double y;
};

class Line{
        private:
            Point a;
            Point b;

        public:
            Point ratio(int m, int n){  //returns the point that divides the line segment by m:n ratio

            }
};



int main(){

    Point p1(0,5), p2(10,10), p3;  //create Point object using 2 types of constructor
    Line l1(p1,p2);   //create line object

    p3=l1.ratio(2,1);

    //then print point p3

    return 0;
}
```

Write necessary functions inside the classes.

See the skeleton code given.