Question 1 & 2

#include<iostream>

using namespace std;

class fraction{

public:

int x,y;

fraction()

{

cout<<"ENTER THE VALUE OF X,Y : ";

cin>>x>>y;

}

fraction(int val\_x,int val\_y )

{

x=val\_x;

y=val\_y;

}

~fraction()

{

cout<<"\ndestructor is called . ";

}

int f\_gcd(int a,int b)

{

if(b==0)return a;

return f\_gcd(b,a%b);

}

void reduce()

{

int h=f\_gcd(x,y);

x/=h;

y/=h;

}

void print()

{

cout<<"X = "<<x<<" Y = "<<y<<"\n";

}

fraction operator + (fraction a)

{

fraction ans(1,1);

ans.x=(this->x\*a.y) + (this->y\*a.x);

ans.y=this->y\*a.y;

return ans;

}

};

int main()

{

fraction a(9,3);

a.reduce();

a.print();

cout<<"\n";

fraction b;

b.reduce();

b.print();

fraction total(1,1);

total= a+b;

total.print();

}

Question 3

default constuructor called

copy constructor is called

copy costructor is called

default constuructor called

parameterized constructor is called

copy constructor is called

copy costructor is called

inside f1()

inside f2

default constuructor called