|  |
| --- |
| fractionType |
| -num:int  -den:int |
| +setFraction(int&, int&) : void  +getFraction(int&, int&) const: void  +operator== (const fractionType&) const: bool  +operator!= (const fractionType&) const: bool  +operator<= (const fractionType&) const: bool  +operator>= (const fractionType&) const: bool  +operator< (const fractionType&) const: bool  +operator> (const fractionType&) const: bool  +fractionType(int,int)  ostream& operator<< (ostream&, const fractionType&): friend  istream& operator>> (istream&, fractionType&): friend |

|  |
| --- |
| fracList |
| - sortingArray: vector<fractionType>   * \*first: int      * \*last: int   - recQuickSort(int, int): void  - partition(int, int):int |
| + fracList()  + pushFraction(fractionType):void  + quickSort():void  + print():void |