Lab 10: Fractions

In this lab you’ll be creating your own **class** called *Fraction* which stores a fractional value.

Your *Fraction* class will have the following integer member variables:

* num: representing the numerator
* den: representing the denominator (must be non-zero)

Your *Fraction* class should have the following member functions:

* Constructors: one general and one default constructor – don’t forget to do input validation on denominator.
* Accessors: one get function for each member variable
* Mutators: one set function for each member variable – don’t forget to do input validation on denominator
* void print(): a function to display the fraction in standard format, e.g. 1/2.
* double getDecimal(): calculates the decimal equivalent of the fraction and returns it.

Your *main* function should:

1. Create a Fraction object and use the general constructor to initialize it to 6/10.
2. Call print on the object.
3. Create an array of 3 Fraction objects.
4. Prompt the user for the values of the numerator and denominator of the 3 Fractions and use the mutators to set their values.
5. Find the item with:
   * The largest numerator
   * The largest denominator
   * The largest decimal equivalent.

If you want, you can use the following values for your 3 fractions to test whether your code from part 5 works correctly: 1/100, 5/40, 3/4.