CS2530 - Lab Fraction

Create a Console Application that has two source code files: Program.cs and Fraction.cs
To add the file Fraction.cs to the project go to Solution Explorer do the following:
right click the project (c# icon) > Add > Class

- Fraction.cs
  This file includes a class called Fraction. It has:
  - two private int fields: numerator and denominator
  - A parameterized constructor
  - An instance method Multiply that has one parameter of type Fraction and returns the product of the instance and the parameter
  - An overloaded operator *
    Hint: overloaded operators are always declared static. Overloading an operator has a similar syntax as writing a
    static method. Just substitute the method name with the keyword `operator` and the operator symbol
    e.g.: **`public static Complex operator +(Complex lhs, Complex rhs)`**
  - An overridden ToString method that displays the Fraction in the form numerator/denominator (e.g. **`4/5`**). Here is the method header of the ToString method.
    `public override String ToString()`

- Program.cs
  This file includes the **M**ain method. Test the functionality of class Fraction by creating two Fractions f1 (2/3) and f2 (5/7). Multiply f2 and f1 using the method Multiply and the operator *. Print the results.
  The print statement can look like this: **`Console.WriteLine("f1 * f2 = {0}", f1 * f2)`**

Sample Output:

```
f1 * f2 = 10/21
f1.Multiply(f2) = 10/21
```