[2*] 1. Define a class `Int` having a single member of type int. Define constructors, assignment operator, and operators +, -, *, / for it. Test it, and improve its design as needed (e.g., define operator >> and << for convenient I/O)

[2*] 2. Repeat the last exercise, but with a class `Number<T>` where `T` can be any numeric type. Try adding % to Number and see what happens when you try to use % for Number<double> and Number<int>.

[2*] 3. Write a template version of the Rational number class you have written so far. Use `int` as the default template argument.