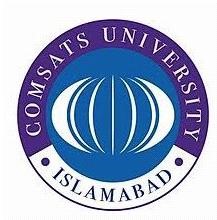
# OOP(Object Oriented Programming)

Assignment\_1



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***Lab Assignment:***

**Define a class called Fraction. This class is used to represent a ratio of two integers. Create two constructors, set, get and display function. Include another method, equals, that takes as input another Fraction object and returns true if the two fractions are identical and false if they are not.**

**Program:**

package com.company;  
class Fraction {  
 int x;  
 int y;  
 public Fraction(){  
 x=0;  
  
 y=1;  
 }  
 public Fraction(int x,int y){  
 if(y==0){  
 System.*out*.println("Denominator cannot be zero...");  
 }  
 else  
 {  
 this.x=x;  
 this.y=y;  
 }  
 }  
 public void setx(int x){  
 this.x =x;  
 }  
 public void sety(int y){  
 this.y =y;  
 }  
 public int getx(){  
 return x;  
 }  
 public int gety(){  
 return y;  
 }  
 public void display(){  
 System.*out*.print("x is: "+ x+ " y is: "+ y);  
 }  
 public boolean equals(Fraction other)  
 {  
 if(this.x == other.x && this.y == other.y)  
 {  
 return true;  
 }  
 else  
 return false;  
 }  
  
}  
public class RunnerAssignment\_5 {  
 public static void main(String[] args) {  
 Fraction p= new Fraction();  
 p.setx(4);  
 p.sety(5);  
 int j = p.getx();  
 int k = p.gety();  
 p.display();  
  
 Fraction l = new Fraction();  
 l.setx(4);  
 l.sety(5);  
 int x2 = l.getx();  
 int y2 = l.gety();  
 p.equals(l);  
 }  
  
}

**Github link:**