

```
#include<iostream>
```

```
class fractie
```

```
{
```

```
private:
```

```
    int a;
```

```
    int b;
```

```
public:
```

```
    fractie();
```

```
    fractie(int a,int b);
```

```
    fractie(fractie& obj);
```

```
    int amplificare();
```

```
    void procent();
```

```
    ~fractie();
```

```
};
```

```
fractie::fractie(){
```

```
    std::cout << "constuctor fara parametru !" << std::endl;
```

```
    std::cout << "Introduceti valori pentru a:";
```

```
    std::cin >> this->a;
```

```
    std::cout << "Introduceti valoro pentru b:";
```

```
    std::cin >> this->b;
```

```
}
```

```
fractie::fractie(int a, int b) {
```

```
    std::cout << "Constructor cu parametru !" << std::endl;
```

```
    this->a = a;
```

```
    this->b = b;
```

```
}
```

```
fractie::fractie(fractie& obj) {
```

```

        std::cout << "Constructor de copiere" << std::endl;

        this->a = obj.a;

        this->b = obj.b;
    }

int fractie::amplificare() {
    return 100 / this->b;
}

void fractie::procent() {
    std::cout << "Prin amplificarea cu " << this->amplificare() << " fractia " << this->a << "/" <<
    this->b << " reprezinta procentul " << ((this->a/this->b) * 100) << "%" << std::endl;
}

fractie::~~fractie() {
    std::cout << "Destructor..." << std::endl;
}

int main() {
    bool run = 1;

    fractie f1;

    fractie f2(2,5);

    fractie f3(f1);

    f1.procent();

    while(run) {
        std::cout << "Doriti sa introduceti alte valori?(y/n)" << std::endl;

        char c;

        std::cin >> c;

        run = (c == 'y');

        if(!run) break;

        fractie f;

        f.procent();
    }
}

```

