**Now create a class called RationalNumberCalculator that contains a main method.**

Create 2 references for RationalNumbers called r1, and r2.

Ask the user which of the three constructors they want to use to instantiate the RationalNumber class. Then ask the user to input the necessary variables. For example:

For r1 Default values(1), Enter both(2), or enter numerator(3): 2

Enter numerator: 2

Enter denominator: 5

For r2 Default values(1), Enter both(2), or enter numerator(3): 3

Enter numerator: 3

Print the current value of all 3 rational numbers, then give the user some menu options:

r1 = 2/5

r2 = 3

1) Add

2) Subtract

3) Divide

4) Multiply

5) Change

6) Quit

This menu should repeat until the user decides to quit.

If the user decides to add the two current values, after you find the result ask if the user wants to save it.

Add current numbers (1) or enter new values (2): 1

Result is 17/5

Do you want to save the value in r1(1) r2(2) or neither(3): 2

r1 = 2/5

r2 = 17/5

1) Add

2) Subtract

3) Divide

4) Multiply

5) Change

6) Quit

If the user decides to add the a new value to a current value, save the result in whichever rational number they want to add with.

Add current numbers (1) or enter new values (2): 2

To r1(1) or r2(2): 1

Enter numerator to add: 3

Enter denominator to add: 5

r1 = 1

r2 = 17/5

1) Add

2) Subtract

3) Divide

4) Multiply

5) Change

6) Quit