

## ASSIGNMENT

ASSIGNMENT NO -

Course NO : CSE-122

Course Name : Object Oriented Programming

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## **Submitted To**

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## Assignment 03:

```
#include <iostream>
#include <cassert>
#include <cmath>
using namespace std;
class Fraction {
private:
  int numerator;
  int denominator;
public:
  Fraction(int num, int denom) {
     assert(denom != 0);
     assert(typeid(num) == typeid(int) && typeid(denom) == typeid(int));
     numerator = num;
     denominator = denom;
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  void reduce() {
     int gcd = abs(__gcd(numerator, denominator));
     numerator /= gcd;
     denominator /= gcd;
     if (denominator < 0) {
       numerator = -numerator;
       denominator = abs(denominator);
  Fraction operator+(Fraction const &f2) {
     int new num = numerator * f2.denominator + f2.numerator * denominator;
     int new denom = denominator * f2.denominator;
     Fraction result(new num, new denom);
     result.reduce();
     return result;
  friend ostream& operator << (ostream& os, const Fraction& f) {
    os << f.numerator << "/" << f.denominator;
     return os:
  string repr() const {
     return "Fraction(" + to_string(numerator) + ", " + to_string(denominator) + ")";
```

```
int main() {
    Fraction f1(3, 4);
    Fraction f2(1, 2);
    Fraction f3 = f1 + f2;

cout << "f1 = " << f1 << endl;
    cout << "f2 = " << f2 << endl;
    cout << "f3 = " << f3 << endl;
    cout << "f3.repr() = " << f3.repr() << endl;
    return 0;
}</pre>
```