Objects and Classes Advanced – Lab

1. Rolling Sticks

You are given code that animates sticks:

- Represented on a line on the console
- "roll" by changing their symbol and position on the line
- Symbols: start from **_**, then ****, then **|**, then **/** and back to **_**
- Position starts from **0**. When symbol becomes **|** – move to next

The code already does the animation, you need to implement a **Stick** class that keeps and updates the state of a **Stick**. Implement the code in a **Stick.h** file **include**d by the **RollingSticksMain.cpp** file.

2. Fraction Class

Expand the Fraction class from the last examples:

- Equality comparison
- Addition and subtraction
- Direct **cout** usage
- Direct **cin** usage
- Automatically reduce (2/4 should initialize as 1/2)
- **operator++** incrementation by 1

Follow us: