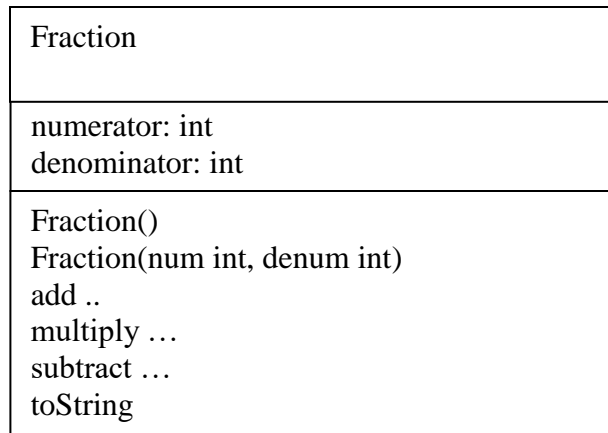


Lab 2

For this Lab you need to create two classes, Fraction and FractionTest.

Here is the UML class diagram of the Fraction class you need to implement:



After your Fraction class is completed and is compiled without any errors, implement FractionTest program to test the Fraction class.

Your program should:

- Ask the user for the numerator and denominator of two fractions.
- Create two Fraction objects with the user input.
- Add, multiply and subtract these two fractions (using the Fraction methods) and display the results.
- Repeat until the user asks you to stop.
- Make sure the inputs are positive integer numbers.

Submit:

Make a folder containing the source code for the two classes.
Compress the file and submit to BrightSpace.

Marking Scheme:

- [5 marks] Fraction class
- [5 marks] FractionTest program