**Lab 2**

1. Modify the Fraction class as given below
2. All constructors should call the two argument constructor.
3. Give code for reduce() method. This will reduce the fraction to its lowest form
4. Create *get\_\_\_* and *set\_\_\_* methods for num and denom.
5. Give code for a class MakeFraction which has a main method which will
6. Take input from user for Numerator and Denominator
7. If Denominator is Zero will ask for a non zero value as input
8. Create a Fraction objects and output the reduced Num and Denom using the get\_ and set\_ methods.
9. In the class Fraction give code for
10. addFraction(Fraction), subtractFraction(Fraction), multiplyFraction(Fraction), divideFraction(Fraction)
11. Can we reuse code for these methods?

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public class Fraction

{

private int num, denom;

public Fraction ( )

{

num = 0;

denom = 1;

}

public Fraction (int n)

{

num = n;

denom = 1;

}

public Fraction (int p, int q)

{

num = p;

denom = q;

reduce ();

}

public Fraction (Fraction other)

{

num = other.num;

denom = other.denom;

}

**}**