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The Virtual Learning Environment for Computer Programming

## F008B. Addition of fractions

Your task is to write a program that computes the result of adding a sequence of fractions.

Using the definition

struct Fraction {
 int num, den; // always strictly positive
};

your program must include and use the function

*Fraction* addition (**const** *Fraction* & *x*, **const** *Fraction* & *y*);

that returns the addition of x and y, without common factors in the numerator and denominator.

### Input

The input is a sequence of one or more simplified fractions separated by plus signs, ended with an equal sign. Each fraction consists of its numerator, a bar, and its denominator. Numerators and denominators are natural strictly positive.

### Output

Your program must print the simplified fraction corresponding to the sum of all the given fractions.

#### Observations

- In order to avoid overflows, use the function addition() to accumulate the partial calculations.
- Inefficient calculation of the greatest common divisor will be negatively valued.
- Using vectors is not allowed to solve this problem.

Sample input 1	Sample output 1
1/2 + 1/2 =	1/1
Sample input 2	Sample output 2
1/2 + 2/3 + 3/4 + 4/5 + 5/6 =	71/20
Sample input 3	Sample output 3
Sample input 3 1/10125 + 1/8000 + 1000/999 =	<b>Sample output 3</b> 4801073/4795200
	<b>Sample output 3</b> 4801073/4795200 <b>Sample output 4</b> 9/4

## **Problem information**

Author : Professorat de P1 Translator : Carlos Molina Generation : 2024-05-03 09:06:13

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