Northern Michigan University (Marquette Co, MI)
CS 344-01-26F: iOS / iPhone Programming

Program 1
Due: Wednesday 9 September 2026 2:00 P.M. EDT

Create a folder called "PG1" in the top level of your CS344-01-26F folder on PHILOS. Copy your XCode folder into the PG1 folder. Place a (possibly empty) file or folder called "DONE" into the PG1 folder when you are ready to have your program graded.

Write the following program in Swift:

You should ask the user for the numerator and denominator of a fraction. This will not be overly large and will be able to be stored in regular Int variables. You may assume that the numerator and denominator will both be positive. Negative numbers and zero will not be used here. Then, your program should ask for the numerator and denominator of a second fraction.

Your Swift code should add the two fractions and print the answer in reduced form. It is OK for the numerator to be larger than the denominator in the input and in the output. Even if the input fractions are not in reduced form, the answer must be.

For example,

```
Please enter the numerator of the first fraction:  1
Please enter the denominator of the first fraction:  2

Please enter the numerator of the second fraction:  1
Please enter the denominator of the second fraction:  3

1/2 + 1/3 = 5/6
```

or

```
Please enter the numerator of the first fraction:  3
Please enter the denominator of the first fraction:  4

Please enter the numerator of the second fraction:  1
Please enter the denominator of the second fraction:  2

3/4 + 1/2 = 5/4
```

or

```
Please enter the numerator of the first fraction:  5
Please enter the denominator of the first fraction:  6

Please enter the numerator of the second fraction:  3
Please enter the denominator of the second fraction:  8
```

```
5/6 + 3/8 = 29/24
```

Your program should be broken up into appropriate methods and commented adequately.