**PROGRAM**

**#include <iostream>**

**#include <cmath>**

**using namespace std;**

**class Triangle {**

**private:**

**float side1, side2, side3;**

**public:**

**Triangle(float s1, float s2, float s3) : side1(s1), side2(s2), side3(s3) {}**

**float calculatePerimeter() {**

**return side1 + side2 + side3;**

**}**

**float calculateArea() {**

**float s = (side1 + side2 + side3) / 2;**

**return sqrt(s \* (s - side1) \* (s - side2) \* (s - side3));**

**}**

**// Function to print the area and perimeter of the triangle**

**void printDetails() {**

**cout << "Perimeter of the triangle: " << calculatePerimeter() << " units" << endl;**

**cout << "Area of the triangle: " << calculateArea() << " square units" << endl;**

**}**

**};**

**int main() {**

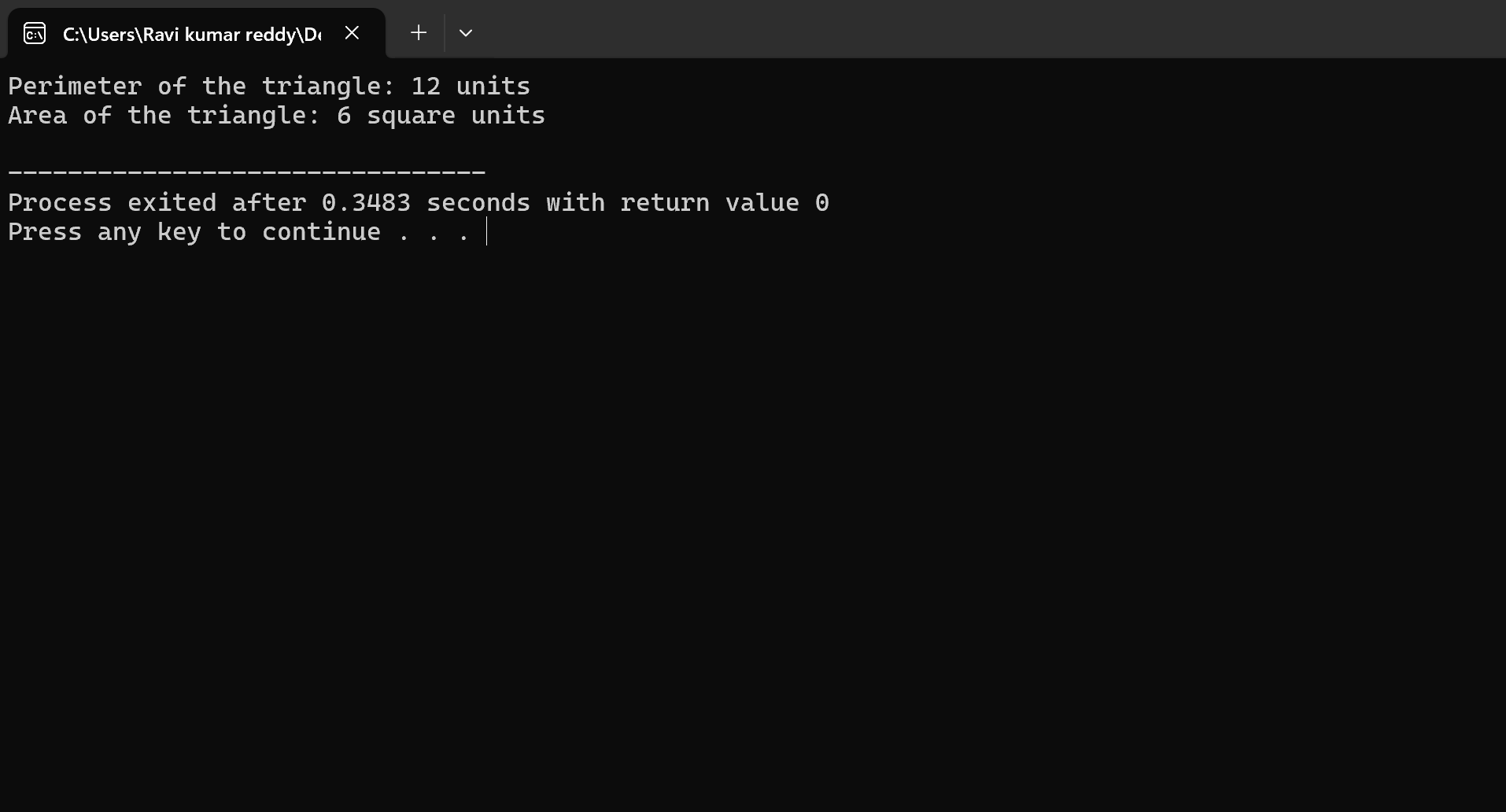
**Triangle triangle(3, 4, 5);**

**triangle.printDetails();**

**return 0;**

**}**

**OUTPUT :**

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