#include <iostream>

using namespace std;

class RectangleTest

{

public:

int length, breadth;

public:

void initialize(int len, int bre)

{

length = len;

breadth = bre;

}

int getArea()

{

return 2\*length\*breadth;

}

void display()

{

int area = getArea();

cout<<"\n Rectangle Information \n";

cout<<"Length = "<<length;

cout<<"\nBreadth = "<<breadth;

cout<<"\nArea = "<<area;

cout<<"\n---------------------------\n";

}

};

int main()

{

RectangleTest rect, \*class\_ptr;

class\_ptr = &rect;

cout<<"\n using data members access\n";

class\_ptr->length = 2;

class\_ptr->breadth = 3;

class\_ptr->initialize(class\_ptr->length,class\_ptr->breadth);

class\_ptr->display();

return 0;

}