**Computer Programming Paradigm Lab**

**Lab Experiment No \_\_\_**

Roll No.\_\_\_ Batch\_\_\_\_\_

**Aim**: Write a C++ program to implement Triangle class which has the following members - three sides, four constructors ( one with no parameter,one with single parameter (equilateral triangle), one with two parameters (isosceles triangle), one with three parameters (scalene triangle), a destructor, methods to read data and display data along with area of respective triangles.

**Theory**: 1. What are the advantages of encapsulation?

3. Differentiate between object and class.

4. What is a constructor, what are the types of constructor?

5. When are constructors invoked? How are they different from functions?

6. Explain the concept of constructor overloading.

**Program**: code

**Output**: Snapshot of output (please take output with minimum two possible inputs)