**PART A**

1. Rectangle();

Rectangle( double length, double width );

1. If the constructor is called without any arguments, the default values will be 0.0 for length and 0.0 for width.
2. Double data type consumes 8bytes : as there are two double variables in the class, so the class consumes total of 16bytes of memory.
3. double perimeter() const;
4. The const keyword in the declaration says that the function is a constant function and will not change the value of any class level variables i.e. length and width.
5. bool operator==( const Rectangle&, const Rectangle& );
6. The const keyword in the declaration says that the function is a constant function and will not change the value of any class level variables i.e. length and width for both the const variables passed as parameter of the function.
7. [10.0,20.0]
8. If the input stream was set to failbit then the function indicates that the operation was not successful.

**PART B**

1. If user enters (eof) instead of properly formatted rectangle, it gives an error message that

\*\*\* end-of-file entered \*\*\*.

1. If user enters improper format for rectangle, an error message will be shown :

\*\*\* improper format used for a rectangle \*\*\*.