

Parameterized Constructor

// C++ program to calculate the area of a wall

```
#include <iostream>
```

```
using namespace std;
```

```
// declare a class
```

```
class Wall {
```

```
private:
```

```
    double length;
```

```
    double height;
```

```
public:
```

```
    // create parameterized constructor
```

```
    Wall(double len, double hgt) {
```

```
        // initialize private variables
```

```
        length = len;
```

```
        height = hgt;
```

```
    }
```

```
    double calculateArea() {
```

```
        return length * height;
```

```
    }
```

```
};
```

```
int main() {
```

```
    // create object and initialize data members
```

```
Wall wall1(10.5, 8.6);
```

```
Wall wall2(8.5, 6.3);
```

```
cout << "Area of Wall 1: " << wall1.calculateArea() << endl;
```

```
cout << "Area of Wall 2: " << wall2.calculateArea() << endl;
```

```
return 0;
```

```
}
```