

```

#include<iostream>
using namespace std;
class rectangle {
    int length , breadth;
public:
    rectangle();
    rectangle(int,int);
    rectangle(int);
    int calculate(int,int);
    void display();
};
rectangle::rectangle(){
length=4;
breadth=9;
}
rectangle::rectangle(int l , int b){
    length = l;
    breadth = b;
}
rectangle::rectangle(int l1)
{
    length=l1;
}
rectangle::calculate(int length,int breadth)
{
    return length * breadth;
}
void rectangle::display()
{
    cout<<"length:"<<length<<endl;
    cout<<"breadth:"<<breadth<<endl;
    cout<<"area of rectangle:"<<length * breadth<<endl;
}
int main()
{
    rectangle r,r1(10,20),r2(30);
    r.display();
    r1.display();//
    r2.display();
    return 0;
}

```