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#include<iostream>
using namespace std;
class rectangle{
    public:
    int length,breadth,height,area_of_rectangle,area_of_cuboid,volume_of_cuboid;
    void setdata()
    {
        cout<<"enter length=";
        cin>>length;
        cout<<"\nenter breadth=";
        cin>>breadth;
        area_of_rectangle=length*breadth;
        cout<<"\narea of rectangle="<<area_of_rectangle;

    }
};

class shape{
    public:
        void setdata1()
        {
            cout<<"rectangle";
            cout<<"cuboid";
        }
};

class cuboid:public rectangle
{
    public:
        void setdata2()
        {
            cout<<"\nenter the height=";
            cin>>height;
            volume_of_cuboid=length*breadth*height;
            cout<<"\nvolume of cuboid="<<volume_of_cuboid;
            area_of_cuboid=(2*length*breadth)+(2*breadth*height)+(2*height*length);
            cout<<"\narea of cuboid="<<area_of_cuboid;
        }
};

int main()
{
    cuboid c;
    c.setdata();
    c.setdata2();
    return 0;
}

```

}