



Create a class for the above **triangle**.

1. Create one default constructor.
2. Create four parameterized constructors. They would look like –
 - `Constructor_name(double, double)`
 - `Constructor_name(double, int)`
 - `Constructor_name(int, double)`
 - `Constructor_name(int, int)`
3. Create one copy constructor
4. Create a function which would show the area of the triangle.
5. Create a destructor

Call each of the functions from main functions. Call **Constructor_name(double, int)** using pass by value and **Constructor_name(int, double)** by pass by reference.

Output:

```
Default constructor invoked
Default constructor invoked
Constructor(double,double) invoked
Constructor(double,int) invoked
Enter integer for pass by reference: 2
Enter double for pass by reference: 3.4
Constructor(int,double) invoked
Constructor(int,int) invoked
Area of Triangle = 0
Area of Triangle = 54.88
Area of Triangle = 36.8
Area of Triangle = 3.4
Area of Triangle = 14
Area of Triangle = 36.8
Destructor invoked
Destructor invoked
Destructor invoked
Destructor invoked
Destructor invoked
Destructor invoked

Process returned 0 (0x0)   execution time : 11.973 s
Press any key to continue.
```