// Example discussed inside

/\*

#include<iostream>

using namespace std;

class Rectangle{

double length;

double width;

public:

Rectangle(double len, double wdt){

length = len;

width = wdt;

}

double calculateArea(){

return length\*width;

}

};

int main(){

double len, wdt;

cout<<"enter value for lenght: "<<endl;

cin>>len;

cout<<"enter value for width: "<<endl;

cin>>wdt;

Rectangle RecObj(len,wdt);

cout<<"Area is: "<<RecObj.calculateArea();

}\*/

/\*

#include<iostream>

using namespace std;

class Rectangle{

double length;

double width;

public:

Rectangle(double len, double wdt){

length = len;

width = wdt;

}

double calculateArea(){

return length\*width;

}

};

int main(){

double len, wdt;

cout<<"enter value for lenght: "<<endl;

cin>>len;

cout<<"enter value for width: "<<endl;

cin>>wdt;

Rectangle RecObj(len,wdt);

cout<<"Area is: "<<len\*wdt;

}\*/

#include<iostream>

using namespace std;

class Rectangle{

double length;

double width;

public:

Rectangle(double len, double wdt){

length = len;

width = wdt;

}

double getLength(){

return length;

}

double getWidth(){

return width;

}

};

int main(){

double len, wdt;

cout<<"enter value for lenght: "<<endl;

cin>>len;

cout<<"enter value for width: "<<endl;

cin>>wdt;

Rectangle RecObj(len,wdt);

cout<<"Area is: "<<RecObj.getLength()\*RecObj.getWidth();

}