

```
#include<iostream.h>
#include<conio.h>
```

```
class Rectangle
{
    int width, height;
public:
    Rectangle (int,int);

    int area ()
    {
        return (width*height);
    }
};
```

```
Rectangle::Rectangle (int a, int b)
{
    width = a;
    height = b;
}
```

```
void main()
{
    Rectangle rect (3,4);
    Rectangle rectb (5,6);
    cout << "rect area: " << rect.area() << endl;
    cout << "rectb area: " << rectb.area() << endl;
}
```