

Exercise 1: Calculating Area

This is a basic exercise on defining a class that helps calculate the area of a triangle

We'll cover the following ^

- Problem Statement

Problem Statement

Let's start with a very basic example.

Write a *class* having **two** `float` type variables for `length` and `height`, a **default constructor** and **one member** function called `area` which will *return* the **area** of the right angle **triangle**.

Write your code below. It is recommended that you try solving the exercise yourself before viewing the solution.

Good Luck!

```
#include <iostream>
using namespace std;

//define your class here
// name your class Triangle

float test(float length, float height) {

    // make the class object here
    //set the length and height of the object here

    float answer; //stores value of the object area

    cout <<"Area: "<<endl; //call area function for the object here

    return answer;
}
```



