1. **Write a program to print the area of a rectangle by creating a class named 'Area' having two functions. First function named as 'setDim' takes the length and breadth of the rectangle as parameters and the second function named as 'getArea' returns the area of the rectangle. Length and breadth of the rectangle are entered through keyboard.**

2. **Print the average of three numbers entered by the user by creating a class named 'Average' having a function to calculate and print the average without creating any object of the Average class.**

3. **Print the sum, difference and product of two complex numbers by creating a class named 'Complex' with separate functions for each operation whose real and imaginary parts are entered by the user.**

4. **Write a program that would print the information (name, year of joining, salary, address) of three employees by creating a class named 'Employee'. The output should be as follows:**

Name	Year of joining	Address
Robert	1994	64C- WallsStreat
Sam	2000	68D- WallsStreat
John	1999	26B- WallsStreat

5. **Write a program by creating an 'Employee' class having the following functions and print the final salary.**
   1 - 'getInfo()' which takes the salary, number of hours of work per day of employee as parameters
   2 - 'AddSal()' which adds $10 to the salary of the employee if it is less than $500.
   3 - 'AddWork()' which adds $5 to the salary of the employee if the number of hours of work per day is more than 6 hours.

6. **Create a class called 'Matrix' containing constructor that initializes the number of rows and the number of columns of a new Matrix object. The Matrix class has the following information:**
   1 - number of rows of matrix
   2 - number of columns of matrix
   3 - elements of matrix (You can use 2D vector)
   The Matrix class has functions for each of the following:
   1 - get the number of rows
   2 - get the number of columns
   3 - set the elements of the matrix at a given position (i,j)
   4 - adding two matrices.
   5 - multiplying the two matrices
   You can assume that the dimensions are correct for the multiplication and addition.

7. **Write a program to demonstrate example of simple inheritance.**
8. **Write a program to demonstrate example of private simple inheritance.**

9. **Write a program to read and print student's information using two classes and simple inheritance.**
10. **Write a program to demonstrate example of multilevel inheritance.**
11. **Write a program to read and print employee information using multiple inheritance.**
12. **Write a program to demonstrate example of multiple inheritance.**
13. **Write a program to demonstrate example of hierarchical inheritance to get square and cube of a number.**
14. **Write a program to read and print employee information with department and pf information using hierarchical inheritance.**