*Class Exercise page 93*

Write a C++ program to calculate a rectangle’s area. The program consists of the following functions:

getLength – This function should ask the user to enter the rectangle’s length, and then returns that value as a double.

getWidth – This function should ask the user to enter the rectangle’s width, and then returns that value as a double.

getArea – This function should accept the rectangle’s length and width as arguments and return the rectangle’s area.

displayData – This function should accept the rectangle’s length, width and area as arguments, and display them in an appropriate message on the screen.

main – This function consists of calls to the above functions.

#include <iostream>

using namespace std;

inline double getLength() {

double length;

cout << "Enter the length of the rectangle: ";

cin >> length;

return length;

}

inline double getWidth() {

double width;

cout << "Enter the width of the rectangle: ";

cin >> width;

return width;

}

double getArea(double length, double width) {

return length \* width;

}

void displayData(double length, double width, double area) {

cout << "Rectangle's Length: " << length << endl;

cout << "Rectangle's Width: " << width << endl;

cout << "Rectangle's Area: " << area << endl;

}

int main() {

double length = getLength();

double width = getWidth();

double area = getArea(length, width);

displayData(length, width, area);

return 0;

}