

Class Rectangle

Write all functions for rectangle

```
class Rectangle
{
private:
    int length;
    int breadth;
public:
    Rectangle();
    Rectangle(int l,int b);
    Rectangle(Rectangle &r);
    int getLength(){return length;}
    int getBreadth(){return breadth;}
    void setLength(int l);
    void setBreadth(int b);
    int area();
    int perimeter();
    bool isSquare();
    ~Rectangle();
};

int main()
{
    Rectangle r1(10,10);
    cout<<"Area "<<r1.area()<<endl;
    if(r1.isSquare())
        cout<<"Yes"<<endl;
}

Rectangle::Rectangle()
{
    length=1;
    breadth=1;
}

Rectangle::Rectangle(int l,int b)
{
    length=l;
    breadth=b;
}

Rectangle::Rectangle(Rectangle &r)
{
    length=r.length;
    breadth=r.breadth;
}

void Rectangle::setLength(int l)
{
    length=l;
}

void Rectangle::setBreadth(int b)
{
    breadth=b;
}

int Rectangle::area()
{
    return length*breadth;
}

int Rectangle::perimeter()
{
    return 2*(length+breadth);
}

bool Rectangle::isSquare()
{
    return length==breadth;
}

Rectangle::~~Rectangle()
```

```
{  
    cout<<"Rectangle Destroyed";  
}
```