#include <iostream>

#include <iomanip>

using namespace std;

// implementation example:

double getLength(){

double length;

cout << "Enter the length: ";

cin >> length;

return length;

}

double getWidth(){

double width;

cout << "Enter the width: ";

cin >> width;

return width;

}

double getArea(double length, double width){

return (length \* width);

}

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

cout << "\nRectangle Data"

<< "\n------------" << fixed << setprecision(2)

<< "\nLength: " << setw(10) << length

<< "\nWidth: " << setw(10) << width

<< "\nArea: " << setw(10) << area;

}

int main()

{

double length; // to hold the rectangle's length

double width; // to hold the rectangle's width

double area; // to hold the rectangle's area

// get the rectangle's length

length = getLength();

// get the rectangle's width

width = getWidth();

// get the rectangle's area

area = getArea(length, width);

// display the rectangle's data

displayData(length, width, area);

return 0;

}

/\* Test result

Enter the length: 3.4

Enter the width: 4.5

Rectangle Data

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Length: 3.40

Width: 4.50

Area: 15.30

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