

```
1  #include <iostream>
2  using namespace std;
3  class Rect
4  {
5  private:
6      int a, b;
7  public:
8      Rect(int a, int b)
9      {
10         this->a = a;
11         this->b = b;
12     }
13     int area()
14     {
15         return this->a * this->b;
16     }
17 };
18 int main()
19 {
20     Rect obj = Rect(6,8);
21     cout << obj.area() << "\n";
22     return 0;
23 }
```