1- Having the following structure:

```
struct Box {

    int m_height;
    int m_width;


    // add the method declarations (prototypes) here:




};
```

Add a member function (method) called display that shows values of the box as follows: m_height x m_width and goes to new line. (If m_height and m_width are **10** and **8,** it prints **10 x 8** and goes to newline)

2- Write a main function and in it create an instance of Box called "B" and set the height and width to 10 and 8 and then call the display of "B" to print it.

3- Modify the Box structure in question 1 (add the modifications to the structure printed above) and make sure the two integers are only accessible by the class members and the display functions is accessible by all.

4- Assuming there is an integer called "num" with 127 in it; print it in 10 spaces and fill the left with "@". (i.e "@@@@@@@127")

5- Add a default constructor to the Box structure (class) to set the height and width to zero;

6- Add a constructor that accepts two integer arguments called "h" and "w" and sets the m_height and m_width to the corresponding values.