16.create a class name rectangle with two data members length&breadth a function to calculate the area of rectangle this class contains three constructors 1.no parameter 2.two parameters 3. Only one parameter

Program:

using namespace std;

#include<iostream>

class rectangle

{

int a,b,area;

public:

rectangle();

rectangle(int,int);

rectangle(int);

void calculate();

};

rectangle::rectangle()

{

a=0;

b=0;

}

rectangle::rectangle(int x,int y)

{

a=x;

b=y;

}

rectangle::rectangle(int x)

{

a=x;

}

void rectangle::calculate()

{

cout<<"enter length:"<<a;

cout<<"\n enter breadth:"<<b;

area=a\*b;

cout<<"\n area="<<area;

}

int main()

{

rectangle r(10,20);

r.calculate();

return 0;

}

Output:

