**Program Title:** Write a program which contains a class named Box and the member of the class are a construct without parameter , a constructor with para meter, a destructor, 3 data member named height, width and area, 3 member function named set\_height,set\_ width and get\_area, all member function's return type is void except get\_area.Now find area of object named box.

**Source code:**

#include<iostream>

using namespace std;

class Box {

float height,width,area;

public:

void set\_height();

void set\_width();

double get\_area();

Box() {

height=0.0;

width=0.0; }

Box(float x,float y) {

height=x;

width=y; }

~Box()

{

}

};

int main() {

double area;

Box b1,b2(5.0,10.0);

b1.set\_height();

b1.set\_width();

area=b1.get\_area();

cout << "The area of first one:" << area <<endl;

// b2.set\_height();

//b2.set\_width();

area=b2.get\_area();

cout << "The area of second one:" << area <<endl;; }

void Box :: set\_height() {

cout << "Enter height:" <<endl;

cin >> height; }

void Box :: set\_width() {

cout << "Enter width:" <<endl;

cin >> width; }

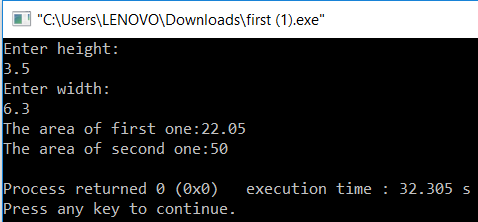
double Box :: get\_area() {

area=height\*width;

return area;

}

**Output:**

****



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Assignment On

Class and Object

**Course Title:** Object Oriented Programming Language

**Course Code:** CSE 121

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