**Q. Overload a constructor of class cone. Create at least two instances of cone demonstrate constructor overloading. The class has two methods, which return area and volume. Implement “this” keyword in C++.**

**🡪** #include<iostream>

using namespace std;

class cone

{

float r;

float h;

public:

cone()

{

cout<< "Enter the value of r";

cin>> r;

cout<< "Enter the value of ";

cin>> h;

}

cone(float r,float h)

{

this->r=r;

this->h=h;

}

void showarea()

{

cout<<"area"<<3.14\*r\*h+3.14\*r\*r<<endl;

}

void showvolume()

{

cout<<"volume"<<(3.14\*r\*r\*h)/2<<endl;

}

};

int main()

{

cone c1;

c1.showvolume();

c1.showarea();

return 0;

}