```
#include<bits/stdc++.h>
using namespace std;
class e_bill
   private:
     int c no;
     char c_name[20];
     int units;
     double bill;
   public:
     void get()
     {
          cin>>c_no;
          cin>>c_name;
          cin>>units;
     }
     void put()
     {
          cout<<"\nCustomer No. is: "<<c_no;
          cout<<"\n\nNumber of Units Consumed : "<<units;</pre>
          cout<<"\n\nBill of Customer: "<<bill;
     }
     void calc_bill()
          if(units<=100)
              bill=units*1.20;
         else if(units<=300)
              bill=100*1.20+(units-100)*2;
         else
              bill=100*1.20+200*2+(units-300)*3;
     }
};
int main()
{
  e_bill b1;
  b1.get();
  b1.calc_bill();
```

```
b1.put();
  cout<<"\n";
  return 0;
}
Question 2:
// Program to illustrate the working of
// public and private in C++ Class
#include <iostream>
using namespace std;
class Room {
  private:
  double length;
  double breadth;
  double height;
  public:
  // function to initialize private variables
  void getData(double len, double brth, double hgt) {
     length = len;
     breadth = brth;
     height = hgt;
  double calculateArea() {
     return length * breadth;
  }
  double calculateVolume() {
     return length * breadth * height;
};
int main() {
  // create object of Room class
  Room room1;
```

```
// pass the values of private variables as arguments
room1.getData(42.5, 30.8, 19.2);

cout << "Area of Room = " << room1.calculateArea() << endl;
cout << "Volume of Room = " << room1.calculateVolume() << endl;
return 0;</pre>
```