//Practical No:29

//WAp in c++program to demonstrate the class with multiple /overloaded constructur

#include<iostream.h>

class volume

{

private:

int side;

float radius;

int height;

long int length;

int breadth;

public:

volume(int);

volume(float,int);

volume(long int,int,int);

};

volume::volume(int s)

{

side=s;

cout<<"volume of cube= "<<side\*side\*side<<endl;

}

volume::volume(float r,int h)

{

radius=r;

height=h;

cout<<"volume of cylinder= "<<3.14\*radius\*radius\*height<<endl;

}

volume::volume(long int l,int b, int h)

{

length=l;

breadth=b;

height=h;

cout<<"volume of rectangle= "<<length\*breadth\*height<<endl;

}

void main()

{

volume v1(5);

volume v2(2.5,6);

volume v3(10,5,2);

}

**Output:-**

volume of cube= 125

volume of cylinder= 117.75

volume of rectangle= 100