#include <iostream>

using namespace std;

class Shapes

{

public:

double l=15,b=20,h=15,s=20,ra=0,sa=0;

void Area()

{

cout<<"Length of Rectangle = "<<l<<endl;

cout<<"Breadth of Rectangle = "<<b<<endl;

cout<<"Height of Rectangle = "<<h<<endl;

cout<<"Side of square = "<<s<<endl;

};

};

class Rectangle:Shapes

{

public:

void Area()

{

ra = l\*b\*h;

cout<<"Area of Rectangle = "<<ra<<endl;

};

};

class Square:Shapes

{

public:

void Area()

{

sa = s\*s;

cout<<"Area of Square = "<<sa<<endl;

}

};

int main()

{

Shapes S;

Rectangle R;

Square Sq;

S.Area();

R.Area();

Sq.Area();

return 0;

};