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For this project I create rooms size height and width, Objects and classes are used to wrap related functions and data in one place in C++.

Suppose this program needs to store the length, breadth, and height of a rectangular room and calculate its area and volume.

To handle this task, then able to create three variables, say, length, breadth, and height, along with the functions calculate area () and calculate volume ().

However, in C++, rather than creating separate variables and functions, also wrap the related data and functions in a single place (by creating objects).

This programming paradigm is known as object-oriented programming.

But before creating objects and use them in C++, first need to learn about classes.

Then defined a class named Room.

The variables length, breadth, and height declared inside the class are known as data members.

And the functions calculate area() and calculate volume () are known as member functions of a class.

C++ Objects

When a class is defined, only the specification for the object is defined; no memory or storage is allocated.

To use the data and access functions defined in the class, we need to create objects.

In this program, we have used the Room class and its object room1 to calculate the area and volume of a room.

In main(), assigned the values of length, breadth, and height with the code:

room1.length = 42.5;

room1.breadth = 30.8;

room1.height = 19.2;

finally called the functions calculate area() and calculate volume() to perform the necessary calculations.

In public the use of the keyword public in the program. This means the members are public and can be accessed anywhere from the program.