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// This program demonstrates the use of pointer variables
// It finds the area of a rectangle given length and width
// It prints the length and width in ascending order

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#include <iostream>
using namespace std;

int main()
{

	int length;	// holds length
	int width;	// holds width
	int area;	// holds area

	int *lengthPtr = nullptr;	// int pointer which will be set to point to length
	int *widthPtr = nullptr;	// int pointer which will be set to point to width

	cout << "Please input the length of the rectangle" << endl;
	cin >> length;

	cout << "Please input the width of the rectangle" << endl;
	cin >> width;

	// Fill in code to make lengthPtr point to length (hold its address)
	lengthPtr = &length;

	// Fill in code to make widthPtr point to width (hold its address)
	widthPtr = &width;

	area = *lengthPtr + *widthPtr; // Fill in code to find the area by using only the pointer variables

	cout << "The area is " << area << endl;

	if ( *lengthPtr > *widthPtr )// Fill in the condition length > width by using only the pointer variables)
		cout << "The length is greater than the width" << endl;

	else if (*widthPtr > *lengthPtr)// Fill in the condition of width > length by using only the pointer variables)
		cout << "The width is greater than the length" << endl;
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        else
                cout << "The width and length are the same" << endl;

        return 0;
}
```