

Lab assignment: Create a C++ program to perform operations on two geometric shapes: Circle and Rectangle. The program should calculate the area and perimeter of the shapes using classes and objects.

Problem Statement:

1. Create a class `Circle` with:
 - Radius (float).
 - A constructor to initialize the radius.
 - Member functions to:
 - `calculateArea()` – Calculate and return the area of the circle.
 - `calculatePerimeter()` – Calculate and return the circumference of the circle.
 2. Create another class `Rectangle` with:
 - Length (float).
 - Width (float).
 - A constructor to initialize the length and width.
 - Member functions to:
 - `calculateArea()` – Calculate and return the area of the rectangle.
 - `calculatePerimeter()` – Calculate and return the perimeter of the rectangle.
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Mathematical Formulas:

- Area of Circle = $\pi \times \text{radius}^2$
- Circumference of Circle = $2 \times \pi \times \text{radius}$
- Area of Rectangle = length \times width
- Perimeter of Rectangle = $2 \times (\text{length} + \text{width})$