Write a class Rectangle with a parameterized constructor that initializes the length and width. Add a method area that returns the area of the rectangle.

#include <iostream>

using namespace std;

class Rectangle {

private:

double length;

double width;

public:

Rectangle(double l, double w) : length(l), width(w) {}

double area() {

return length \* width;

}

};

int main() {

Rectangle x(14.0, 10.0);

cout << "Area of the rectangle: " << x.area() << endl;

return 0;

}

Summary:

1. Atfirst we include necessary headers.
2. Then define rectangle class and in the class the data members used to store the length and width of the rectangle.
3. Then parameterized constructor which is initialize the length and the width.
4. Then use area method which will caculate and return the area of the rectangle.
5. Then create the main function and display the output.