#include "box.h"

Box::Box():m\_length(0),m\_breadth(0),m\_height(0)

{

/\* Initialization or Assignment??\*/

#if 0

m\_length = 0;

m\_breadth = 0;

m\_height = 0;

#endif

}

Box::Box(int len,int ht,int bt):m\_length(len),m\_height(ht),m\_breadth(bt)

{

}

Box::Box(int val):m\_length(val),m\_height(val),m\_breadth(val)

{

}

Box::Box(const Box& ref):m\_length(ref.m\_length),m\_height(ref.m\_height),m\_breadth(ref.m\_breadth)

{

}

Box::~Box()

{

}

/\*

Function to get the value of length

\*/

int Box::length() const

{

return m\_length;

}

int Box::breadth() const

{

return m\_breadth;

}

int Box::height() const

{

return m\_height;

}

int Box::volume() const

{

return m\_height \* m\_length \* m\_breadth;

}

void Box::dispay() const

{

std::cout << "Length : " << m\_length

<< "Height :" << m\_height

<< "Breath: " << m\_breadth;

}